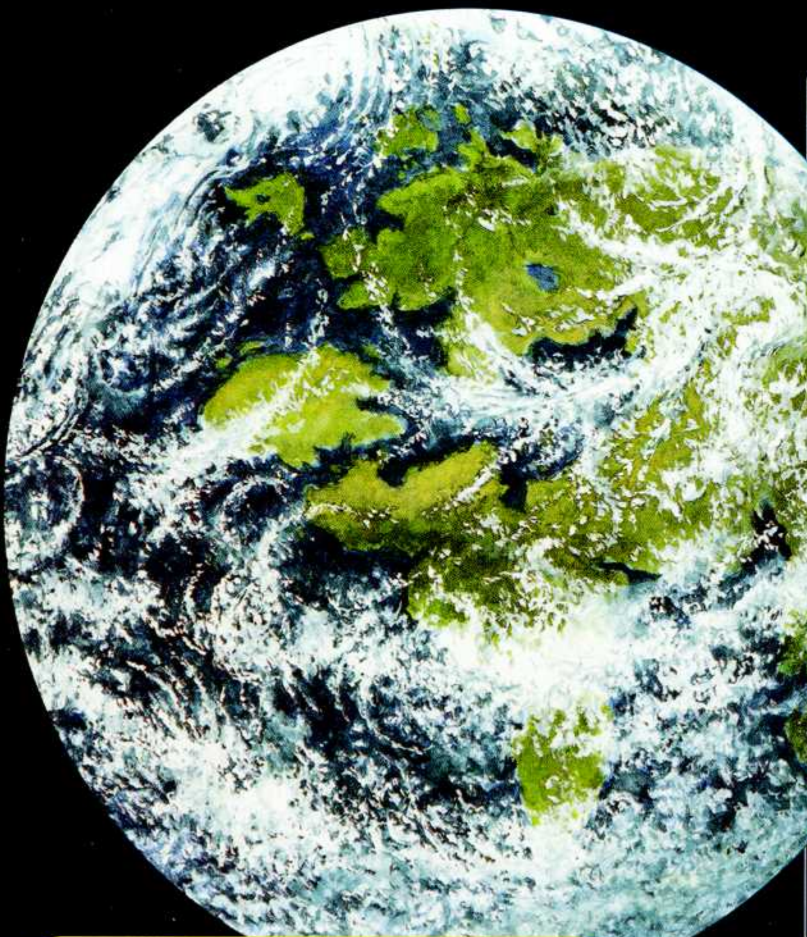
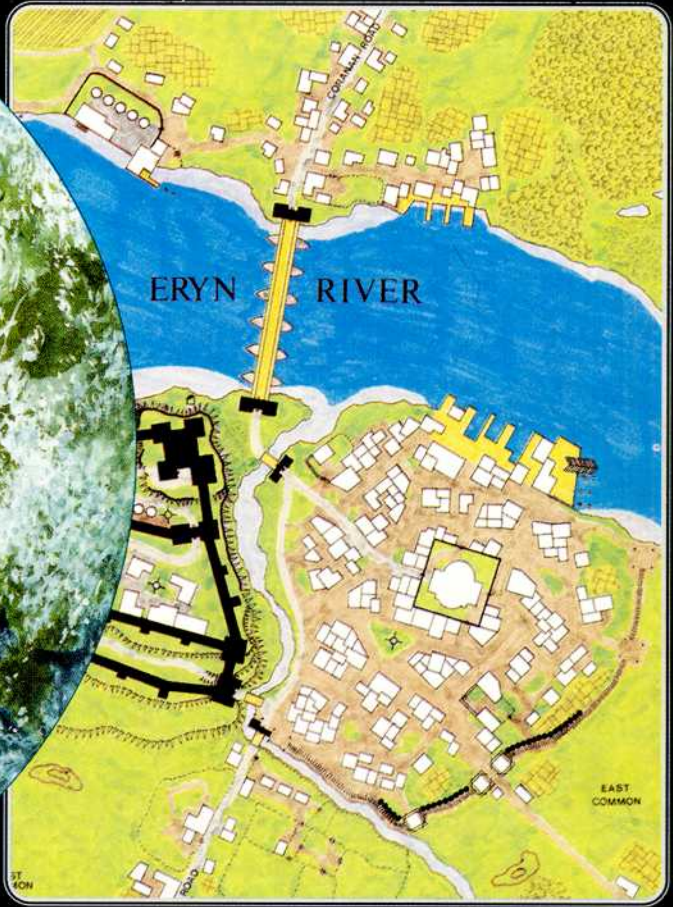
# HÂRNWORLD™

## A Real Fantasy World

By *N. Robin Crossby*




ERYN
RIVER
EAST COMMON

DYRISA: Seat of Andasin IV, King of Kanday

TORON: Royal Clan of Melderyn

- Medieval Campaign World
- Superb Maps & Art
- Compatible with all Rules

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#5001

# HârnWorld™

Second Edition

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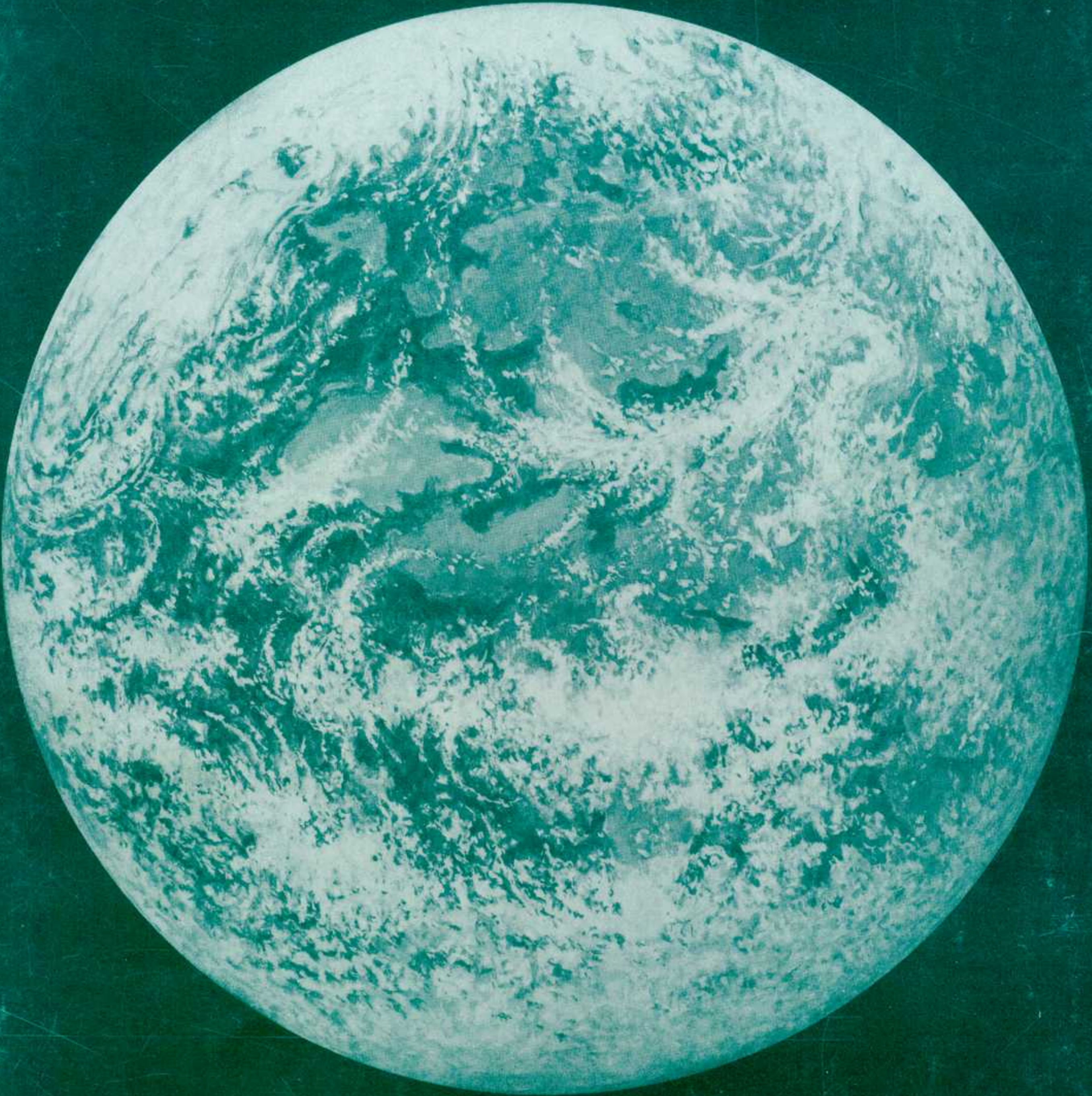
By: *N. R. Crossby*



COLUMBIA GAMES INC.

# HârnWorld™

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# INTRODUCTION

*__HârnWorld__ was created by N. Robin Crossby, an Anglo-Welsh writer now living in western Canada. His fantasy world has received world-wide acclaim.*

"Fantasy role playing is a trinity of three vital elements; gamemastering, rules, and environment. The first needs little explanation; even the best environment and rules will not survive the misjudgments of a bad GM, but they can make a talented rookie shine. Rules are no more than a mechanical set of guidelines, an attempt to formulate common sense into some pretty weird stuff.

*HârnWorld* belongs to the third element of FRP. A good environmental framework is a painstaking endeavor that takes many, many years of blood and sweat to create. Something like *thirty* man-years has gone into *HârnWorld* products.

All works of fantasy should be woven of familiar threads. Because it is impossible to entirely describe an alien world, readers must be able to fill in the gaps with their own knowledge and experience. Although more than *one million* words have gone into describing *HârnWorld* and its expansion modules, lots more can be said and will be said. In the meantime, the reader can take comfort from knowing that this world operates under the same physical laws and social dynamics as medieval Terra.

Of course in any fantasy the viewer/player must suspend his disbelief. In fantasy role playing, most are willing to accept that magic works and that fell beasties roam the wilderness. Outlandish beasts with strange powers and strange esoteric phenomena exist in *HârnWorld,* but they are carefully blended with medieval reality.

With roleplaying there is a vital element of mood, and this elusive principle lies at the heart of *HârnWorld.* While it is true that magic-strong, hack and slash environs can keep players busy for a time, only an environment that is fundamentally rational can give the feeling that one is involved in an epic.

*HârnWorld* was specifically created for *roleplaying* as opposed to dragon-bashing. Those who have so far limited their FRP activity to random forays into disjointed chaos have missed at least half the fun of this exciting hobby. *HârnWorld* is, I believe, an epic product, with all the fantasy you want, and all the realism you need."

N. Robin Crossby
Vancouver, Canada

## ENCYCLOPEDIA HARNICA

*Encyclopedia Hârnica* is the collective name given to every publication dealing with the world of Hârn. Every module is presented in the same unique, expandable format, namely a series of articles, independently numbered. All modules can be cut apart, punched, and inserted in a loose-leaf binder, creating your own personal version of *Encyclopedia Hârnica.* This book contains three major articles:

### KETHIRA (1-8)

Kethira is a water planet with three continents and two large polar caps, similar in size to Terra. The Kethira article provides very basic information on this planet. Included is a full color map on vegetation, and one color maps on tectonics, ocean currents, and prevailing winds. We have also included astronomical information and star charts.

### LYTHIA (1-24)

Lythia is Kethira's largest continent, a land of diverse cultures and peoples. The Lythia article includes a full color map depicting vegetation, major rivers, mountain ranges, and key settlements, described in an annotated index. This article also contains a full color language map and text to support it. Two other maps, a cultural and economic map, are also included.

### HARN (1-38)

Hârn is an island lying 160 km off the northwest coast of the continent of Lythia, on the edge of the Haonic Ocean. Compared to other regions of northwest Lythia, Hârn is a wild, barbaric land, where pockets of civilization are surrounded by large tracts of wilderness. This article is a general overview of Hârnic cultures, governments, economics, and history.

### Hârn Regional Map

The map of Hârn is far more than a pretty face; it provides a vast amount of information with a unique cartographic system developed specifically for fantasy gaming. The map measures ten degrees of latitude (250 Hârnic Leagues or 1000 km) north/south and approximately 375 Hârnic leagues (1500 km) east/west. This last measurement corresponds to fifteen degrees of longitude at the equator. Note that there are, however, only fourteen vertical divisions on the regional map grid. These do not correspond to lines of longitude which are necessarily curves rather than straight lines. The colors depicted are not random: they show various classes of vegetation as noted on the map key.

**Hârndex,** the second book of this module, is a master index that describes, among other things, most geographical features found on the regional map.

Hârn is a rough, hazy, forested isle 160 km off the northwest coast of the continent of Lythia, on the edge of the Haonic Ocean. Hârn's center is dominated by Lake Benath, a fresh water lake drained by the Thard River. The longest river of Hârn is the Kald (375 miles), which drains the eastern interior. Much of Hârn is hilly. There are four mountain ranges of note: the Felshas, running north-south in central Hârn, boasting the island's highest peak, Mount Wynan at 9766'; the Rayeshas, running east/west along the top of Lake Benath; the Sorkins, running north/south along the east coast; and, the Jahls in the extreme north.

## WEATHER & CLIMATE

Hârn's climate is basically maritime-temperate (cool summers, mild winters, and damp). Some say that Hârn has no climate, just weather. The prevailing southwesterly winds off the Haonic Ocean are moist. Fog, drizzle and overcast skies are common. The island receives ample precipitation all year round. This falls mostly as rain, although winter snow and sleet occur, especially in the north and at high elevations. The seas around Hârn are notoriously rough; calm waters, which are rare, can build swiftly into terrible storms.

## VEGETATION

The moist climate promotes a luxurious vegetation, mostly summergreen deciduous forest and woodland. There are some needleleaf forests, alpine tundras, and permanent snowcaps at higher elevations. Heathlands are common along western margins.

## COMMUNICATIONS

A lack of good roads and rough terrain combine to make travel difficult, especially in winter. The island is regarded with disdain by continental Lythians and is generally avoided by them. Tales, perhaps exaggerated, of wild men and fearsome beasts, have been carried to the continent and these have served to daunt visitors from abroad. Despite the unpredictable seas, a few adventurous seamen do, however, ply their trade between Hârn and Lythia. The Hârnic guilds, through the good offices of the Pilots' Guild, maintain good contact with their foreign colleagues.

# HARNIC CULTURES

While Hârn contains unique cultures and creatures, its closest historical equivalent is 9th-14th century Britain. Elements from this entire period may be found and, with the exception of the unique elements described, the GM may use this historical era as a model. The *Hârnic Cultures* map shows the general locations of the various cultures of Hârn.

## UNIQUE CULTURES

Two unique "cultures" exist on Hârn: The Ivashu of Misyn, a diverse group of creatures spawned by the god Ilvir; and the Ilme of Ilmen Marsh, a race of intelligent mere-dragons. Both are described in *Hârndex*.

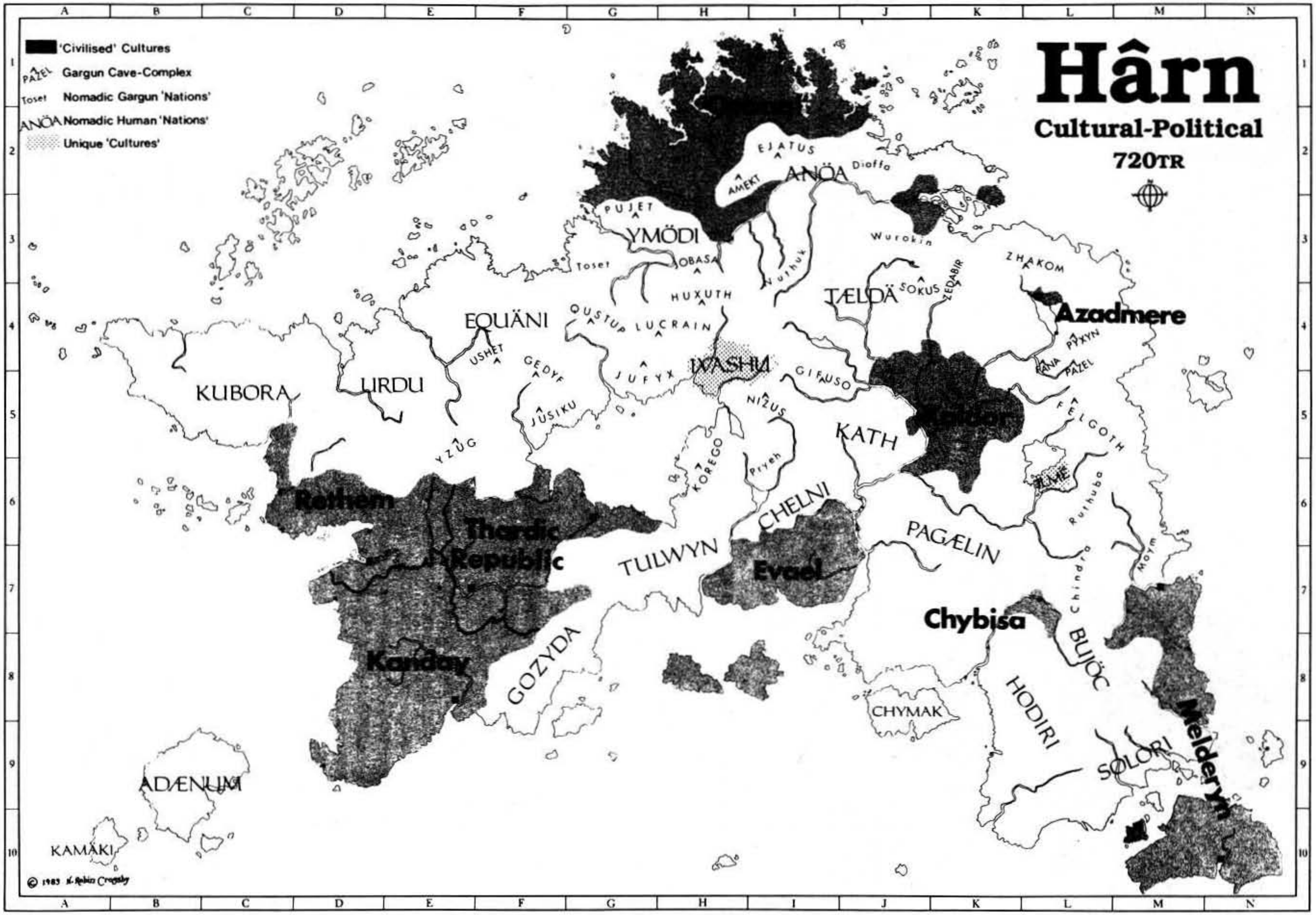
## GARGUN NATIONS

Gargun is the name for Hârn's Orcs, sometimes called Foulspawn. They live mainly in the mountains of Hârn, either in cave-complexes or as wandering nomadic bands. Hârn may have as many as 50,000 Gargun.

## BARBARIAN NATIONS

Hârn contains eighteen barbarian nations whose total population exceeds 100,000. Each of these nations have fairly well defined homelands in the wilderness areas of Hârn which are noted on the *Hârnic Cultures* map. For the most part, the tribal nations are of the same racial stock as the civilized human cultures, but for one reason or another have remained barbaric, or semi-civilized. They are mostly semi-nomadic, meaning they tend to move from one location to another within their range either seasonally or every few years. Most are hunter-gatherers who do not practice more than rudimentary agriculture. Each tribal nation is divided into several dozen tribes of 30-1200 persons, although few tribes would exceed 200 in size. The following is a list of the tribal nations, each described in *Hârndex*.

Adaenum
Anoa
Bujoc
Chelni
Chymak
Equani
Gozyda
Hodiri
Kabloqui
Kamaki
Kath
Kubora
Pagaelin
Solori
Taelda
Tulwyn
Urdu
Ymodi


Hârn
Cultural-Political
720TR
'Civilised' Cultures
PAZEL Gargun Cave-Complex
Toset Nomadic Gargun 'Nations'
ANÖA Nomadic Human 'Nations'
Unique 'Cultures'
A
B
C
D
E
F
G
H
I
J
K
L
M
N
1
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5
6
7
8
9
10
EJATUS
AMEKT
ANÖA
Dioffa
PUJET
YMÖDI
OBASA
Toset
Nuthuk
Wurokin
ZHAKOM
Azadmere
TÆLDÄ
SOKUS
ZEDABIR
HUXUTH
QUSTUP
LUCRAIN
EQUÄNI
USHET
GEDYF
JUFYX
IWASHU
GIFUSO
PYXYN
ANA
PAZEL
FELGOTH
KUBORA
URDU
JÜSIKU
NIZUS
KATH
YZÜG
KOREGO
Pryeh
ILME
Ruthuba
Rethem
Thardic
Republic
CHELNI
PAGÆLIN
TULWYN
Evael
Chindra
Moym
Chybisa
BUJÖC
Kanday
GOZYDA
HODIRI
CHYMAK
SOLORI
Melderyn
ADÆNUM
KAMÂKI
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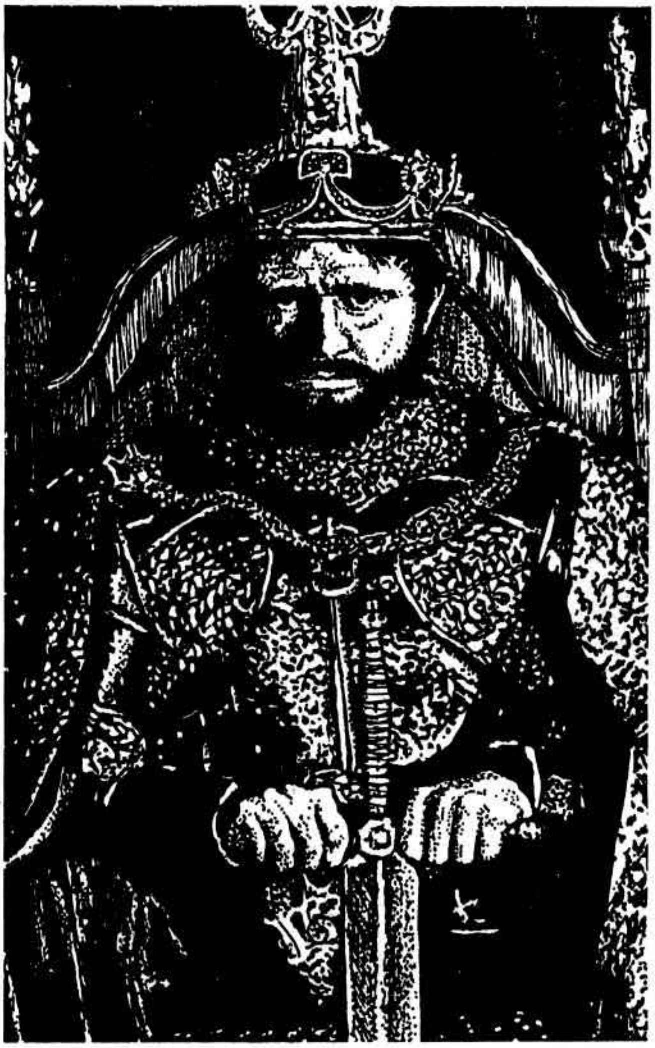
## KINGDOMS OF HARN

There are nine civilized states on Hârn, seven human and two demi-human cultures. Five of the human states are feudal, one is pre-feudal (Orbaal) and the other (Tharda) is a plutocratic republic. The two demi-human states are Azadmere, kingdom of the Khuzdul (dwarves), and Evael, kingdom of the Sindarin (elves). The influence of both races far outweighs their numbers. The populations, royal clan and seat (capital) of each realm are given below. Population figures are approximate since no formal census has ever been undertaken.

| Kingdom | Population | Royal Clan | Royal Seat |
|---|---|---|---|
| Azadmere | 11,000 | Tarazakh | Azadmere |
| Chybisa | 8,000 | Geledoth | Burzyn |
| Evael | 5,000 | Halirien | Elshavel |
| Kaldor | 105,000 | Elendsa | Tashal |
| Kanday | 96,000 | Kand | Dyrisa |
| Melderyn | 160,000 | Toron | Cherafir |
| Orbaal | 73,000 | Taareskeld | Geldeheim |
| Rethem | 95,000 | Araku | Shostim |
| Tharda | 104,000 | (Senate) | Coranan |



***CHAFIN III***
***King of Rethem***

# FEUDALISM

The prevailing form of government in civilized Hârn is feudalism. All land is owned by the king, who then grants fiefs to trusted magnates to provide for local government and defence. Such grants are inheritable although the monarch may revoke them for treason or rebellion. The great nobles, to aid them govern and meet their obligations to the crown, grant portions of their fiefs to lesser nobles, a process known as *subinfeudation.*

## FEUDAL NOBILITY

The distinction between noble and common blood is the most significant in Hârnic society. The exclusive rights and privileges of the nobility include the right to bear heraldic arms and chivalric weapons, ride warhorses, organize military forces, hold fortifications, and dispense justice at feudal courts. Any commoner who trespasses on these rights can expect swift and harsh punishment. The ranks of feudal nobility on Hârn are:

### Earl

The highest feudal noble (on Hârn). An earl's seat will usually be a castle, sometimes a keep, and he will (typically) owe the king the military services of 60-120 knights, varying with the size of his holding. Roughly 80% of the earldom will be subinfeudated to vassal barons and knights. The rest will be held directly by the Earl, managed by appointed constables or bailiffs.

### Baron

The word *baron* is a generic term on Hârn for any major land-holding noble with less status than an earl. A barony usually contains a keep and anywhere from 10-30 manors, but in smaller kingdoms, notably Chybisa, a baron may not hold a keep. Regardless of the size of a barony, a few manors will be held directly by the baron, managed by his bailiffs, but most will be held by vassal knights. Some barons are vassals of an earl; some are tenants-in-chief, holding directly from the king.

### Manorial Lord

A knight who holds a manorial fief, usually from a baron or earl. Such fiefs are given in exchange for the military services of a mounted knight, hence most holders are knights. By custom the amount of land deemed necessary to support a knight (from revenues) is between 1200-1800 acres. A grant of this size is called a *knight's fee.*

## KNIGHTHOOD

Knighthood is not a feudal title. All barons and earls, and even the king, are knights. Anyone may theoretically be knighted, most often for exemplary military service to the crown. Knighthood is non-hereditary, but most knights are born to the station. The training for knighthood (apprentice knights are called squires) is undertaken when the young son of a knight is invited to foster at the household of another knight. Boys begin training at twelve, learning the "knightly virtues", skill at arms, heraldry, and horsemanship. If all goes well, the squire can expect to be knighted around the age of twenty-one.

### Knights Bachelor

The number of knights on Hârn far exceeds the number that can be granted fiefs. While some knights will inherit or marry into land, most are landless *Knights Bachelor.* A few will realize their burning ambition of obtaining a fief, but most spend their lives as the retainers of great nobles, or within the ranks of fighting-orders, or (gods forbid) by adventuring.

## FEUDAL OBLIGATIONS

When a noble accepts a fief he owes fealty to and becomes a vassal of the person (liege) who bestowed it. A vassal is expected to give absolute loyalty to his liege. There are an infinite variety of arrangements in the contract between lord and vassal (many are unique), but some generalities may be made concerning their mutual obligations.

All feudal lords are responsible for the administration of justice within their own fiefs. They are also obliged to protect their law-abiding tenants from outside interference. In return for providing basic security, a liege is entitled to some specified military and/or feudal service. He also has the right to collect various traditional taxes including *merchet* (marriage tax), *heriot* (death tax), and *aids* (incidental levies) to finance the knighting of his eldest son, the dowry of his eldest daughter, and to ransom his person from enemies. The crown may levy special aids such as to finance a war, build royal castles, etc.

# ROYAL GOVERNMENT

Although feudalism implies decentralization of royal government, few Hârnic kings rely entirely on feudal magnates to provide government of the realm. For one thing, the conduct of foreign affairs is an exclusive royal privilege. Secondly, with regard to domestic affairs, feudal nobles tend to place their own interests above those of the crown. To aid them govern, Hârnic monarchs have created a royal bureaucracy and divided the realm into a system of royal shires.

## THE ROYAL BUREAUCRACY

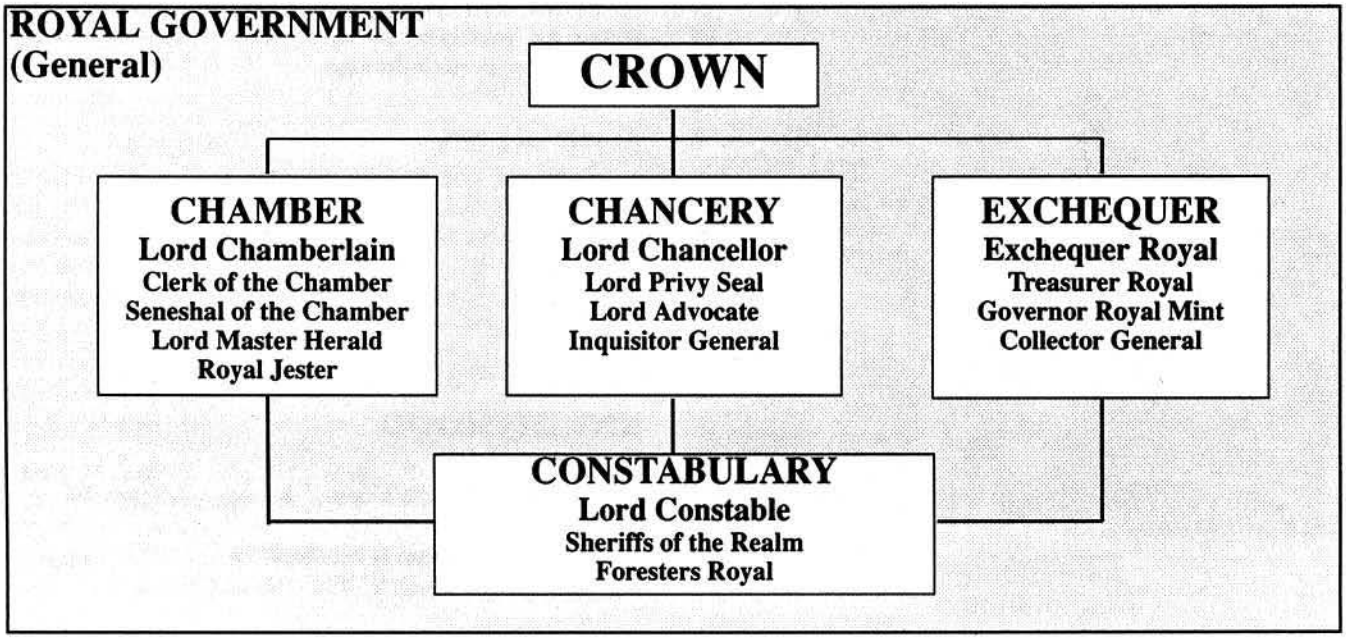
There are four basic departments in royal government: Chamber, Chancery, Exchequer, and Constabulary. The monarch appoints the officers in charge of each department, and this is often an exercise in nepotism. There is a great deal of bribery and intrigue to obtain positions in the royal service, even though there is little tenure. When someone loses favor, his appointees (mostly relatives) may also be purged. The appeal in such a job is really the exercise of power and prestige.

### The Chamber

Run by the Royal Chamberlain, this department is responsible for the day to day operation of the royal household. The Chamberlain wields immense power due to his overall familiarity with royal affairs, and his right to control access to the monarch.

### The Chancery

The Lord Chancellor is responsible for the general government and judiciary of the kingdom as a whole. He presides over the chancery court, which is the highest below that of the king's court.


ROYAL GOVERNMENT
(General)

### The Exchequer

The Chancellor of the Exchequer is the chief financial officer of the realm. His responsibilities include the collection of royal revenues (through the sheriffs) from the provinces and towns. He also controls the minting of coins, and advises the king on budgetary matters.

### The Constabulary

The Lord Constable is the chief military officer of the realm. Some kingdoms call this official Lord Warden or Lord High Sheriff. He is generally the constable of the royal seat, and oversees all other royal constables, sheriffs of the realm, etc. His department, more than any other, interacts with the other three, financial matters being referred to the Exchequer, judicial matters to the Chancery, and so on. In the king's absence or death, this powerful individual may function, effectively, as "deputy king".

## ROYAL SHIRES

Except for Chybisa, all feudal kingdoms on Hârn are divided into judicial provinces called *shires* which are subdivided into *hundreds*. By design, the boundaries of shires and hundreds often cut through the holdings of great nobles which creates some interesting judicial problems. The chief royal officer of a shire is called a Sheriff (shire-reeve); that of a hundred is termed the Bailiff of the Hundred.

### Sheriffs

Appointed by the crown, sheriffs are responsible for administering royal justice and collecting all royal revenues within their shires. The sheriff presides at the royal courts (open only to freemen) held in the shire moots at regular intervals, and may initiate prosecution of those who offend the King's Law. Most shires are *farmed* by the crown; annual taxes and other revenues in the shire are estimated by the Exchequer and paid by the sheriff in advance. He may then collect all royal revenues for himself, and he is always vigilant because he may keep any "profit" for himself. Sheriffs command a royal keep or castle, plus a company or two of mercenaries. In terms of power and influence, sheriffs are equal of earls, except the office and its privileges are not hereditary.

### Royal Forests

Some hundreds are designated "royal forests" which are administered under Forest Law and (theoretically) reserved to the king for hunting. *Forest* is a legal term which has nothing to do with trees, although most such areas are wooded. Forest law prohibits any activity harmful to most wildlife and is unpopular with those who live under it. Poaching is probably the most common crime on Hârn. It is particularly dangerous in royal forests, policed by royal foresters who are apt to be harsh in their judgements. A first offender might be beaten and fined. A repeat offender may be branded or summarily hanged.

# MANORIALISM

The power of the nobility is ultimately vested in its control of land. Agriculture accounts for 80% of all Hârnic economic activity, employs 90% of its population, and feudal lords control most productive land.

The basic economic unit of rural Hârn is the manorial fief. These can range from 600-4800 acres in size, although a range of 1200-1800 acres is more normal. Manors are *not* shown on the regional map. Each hex on the map is nearly 90,000 acres and 10-30 manors are clustered around every keep, castle, or town. However, since the manor is so important, and because it appears in local expansion modules, the following information on Hârnic manors is included.

A manorial fief on Hârn is either held by a knight who owes fealty and military service to a baron or earl for the grant of land, or is held directly by some greater noble who will appoint a loyal relative or retainer to manage the estate for him. Some manors are held by religious orders, most notably those associated with the church of Larani. A few manors around chartered freetowns are held by wealthy commoners, who usually have such estates managed by appointed bailiffs.

# MANORIAL TENANTS

The notion of private property is somewhat alien in a feudal society. The vast majority of Hârnians are tenants of some feudal lord. The contracts between the lord of a manor and his tenants can have endless permutations of military service, agricultural service, scutage, rent, and crop share. The exact mix varies with the personalities involved, local custom, and the current situation.

## Serfs

Sometimes called unfree tenants, serfs make up 70-90% of the rural population. They possess few legal rights, but should not be thought of as slaves. While they are bound to the land and the lord, and may not marry without the lord's permission, serfs can not be deprived of their land without just cause, and are entitled to the lord's protection and justice. Serfdom is a contract between lord and tenant; each is honor bound to the other. The amount of land held varies:*Villeins* from 25-40 acres, *Half-Villeins* from 10-25 acres, and *Cottars* from 1-5 acres. In return for their land, serfs owe labor working the lord's own fields, typically 3-5 days per acre of land held.

## Freeholders

Freeholders are simply individuals who hold land on which no serf-like obligations are due, a distinction that is often problematical. Freeholders rarely own the land they work, paying rent or crop shares for its use, a process known as *farming* the land. Some freeholders are rural guildsmen such as millers or metalsmiths, who may or may not also farm some acreage. Freeholders have the right to come and go as they please, grow whatever crops they please, and appeal their lord's justice to the king's law. Naturally, ignoring the wishes of the lord may be unwise, for it might lead to expulsion (or worse). In many ways, a serf has greater security in land tenure than a freeholder.

# MANORIAL VILLAGES

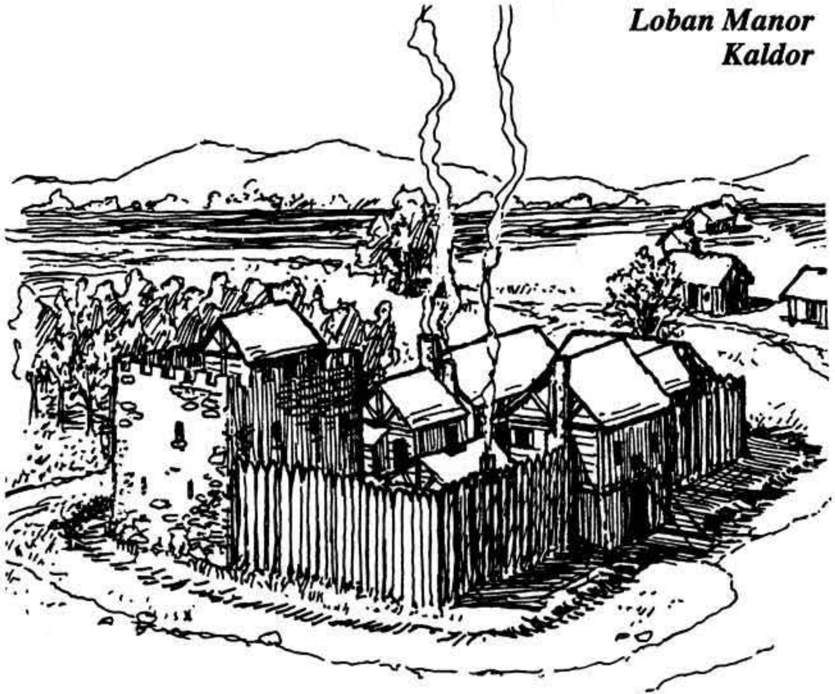
A typical manorial fief contains a manorhouse for the lord, one village that is home to 10-30 rural families, and probably one mill. All of these are generally clustered together, ideally near the center of a fief.

## The Manorhouse

The lord's home is usually a fortified stronghold of wood or stone, essentially a miniature keep with a palisade enclosing several outbuildings such as stables. When possible, the house is situated on a natural or artificial hill, and may be surrounded by a ditch, moat, or earthworks.

## Peasant Cottages

Each village family will have a cottage and small adjacent garden plot. The style and size of peasant cottages are fairly standard on Hârn. Most are 800-1200 square feet in size with walls of daub and wattle and thatched roofs. They look about the same regardless of the prosperity of the owner for in a violent world it's foolish to advertise prosperity. Wealth is defined in terms of livestock and acreage, not personal comfort.



*Loban Manor*
*Kaldor*

Most peasant cottages consist of two rooms; a large living room and a smaller attached stable. The living room has a straw-covered, dirt-packed floor, heated by a fire in a stone hearth. The attached stable may contain livestock and a variety of agricultural tools: spades, hoes, axes, and the like. Most stables also have a loft for storing a variety of grains in wicker baskets.

### The Mill

Nearly every manorial village has a mill. Some are owned by the lord, but most are owned by freemasters of the powerful Millers' Guild. The miller typically pays an annual license of 240d to the lord of the manor for the right to operate the mill. Most mills are water-powered, some are ox-powered, and a few (especially in southwestern Hârn) are windmills.

## MANORIAL LAND USE

Manorial lords may cultivate all the land themselves, hiring agricultural labor as required. They may *farm-out* all of the land to freehold tenants in return for cash rents or crop shares. Most, however, choose a blend of these two extremes, dividing the fief into (roughly) one third demense (lord's land) and two thirds tenancy, utilizing the custom of serfdom to provide the labor for their own land.

The respective areas of land use depend mainly on the size, location, and fertility of the fief. Long established fiefs tend to be well populated and favor higher arable land use. New holdings in frontier regions are generally underpopulated and these will have higher pasture and woods acreages.

| | |
|---|---|
| Arable | 20%-60% (40% average) |
| Pasture | 20%-60% (40% average) |
| Woods | 10%-30% (20% average) |

### Agriculture

The manor's arable land is typically divided into two large fields. The fields are usually open (no fences/hedges) but are divided into strips separated by footpaths. One field will be sown with various crops (rye, wheat, barley, oats, beans, and peas), the other will lie fallow for one year in an effort to keep the soil from exhausting itself. All of the land will be cultivated by freehold tenants or serfs, and the holdings of any one family are typically scattered throughout the fief in narrow strips. The lord's demense will consist of enclosed fruit orchards and lush meadowlands, plus numerous small strips dispersed among the lands of his tenants.

The land held by each peasant family is divided between the two fields. So if a family has 30 acres, they can plant only 15 in one year. Since the average crop yield is about ten bushels per acre, and each person requires about 20 bushels of grain a year for the barest survival, an individual needs four acres to feed himself, half under cultivation and half fallow.

Plowing, sowing, and weeding are generally tasks performed by each individual family on their own land, but harvesting is a communal affair. All able-bodied villagers work to clear the fields, then the produce is divided among them according to land held and labor provided. Harvesting usually begins early in the month of Agrazhar, and takes two to four weeks to complete; three men can reap and bind one acre per day.

Weather is of course critical. The crops must be left to mature and this can be delayed if the summer is particularly wet (or dry). When ready to harvest, speed is crucial. One good heavy rain could knock the ripe crops to the ground, where they will sprout in a matter of days, and the bulk of a harvest will be lost.

### Husbandry

Open and common pasture is maintained for grazing sheep, oxen, horses, and goats, some owned by the lord, some by the tenancy. The best pasture (10-30%) will be enclosed and reserved as meadowland where winter fodder (hay) is harvested. The fallow fields are also used for grazing animals, partly to keep the weeds down, but mainly to manure the resting soil.

Animals are not raised to be eaten, mainly because it takes roughly eight pounds of feed to produce one pound of animal protein. Hogs, which can thrive on food scraps and forage in woodland, are the exception. Sheep are raised primarily for wool, cattle as beasts of burden and to give milk, and chickens for eggs. Animals will of course be slaughtered for meat and hides when too old to work.

Most villagers keep chickens, and all but the poorest are likely to have at least one cow and several pigs. Oxen are kept as plow animals by the richer peasants and rented to others as needed. Horses are a luxury which are kept only by the lord for riding. Compared to oxen, horses are not as hardy and require two or three times the winter fodder.

Livestock populations tend to reach their peak in the summer as a result of spring births. Because the villagers can not afford to provide winter feed for all the animals born surplus flocks and herds are driven to be sold/bartered at the nearest market soon after the harvest is completed. Wealthy peasants may slaughter an animal or two, then dry, smoke, or salt the meat for future consumption.

### Woodland

The remainder of the fief will be woodland and this may be extensive in recently settled fiefs. Even though this area is likely to include, streams, bogs, etc., woodland is among the most prized land. Game forms a major part of the nobility's diet, and hunting is the sole prerogative of the lord. Poachers are likely to receive harsh treatment, especially trespassers from outside the estate. Tenants may collect dropwood and graze their pigs in woodland, but must pay an annual fee to the lord for this right.

# TOWNS & CITIES

Compared to other regions on western Lythia, Hârn is not very urbanized. No more than 10% of the population live in towns. The largest urban center on the island is Coranan with a population of about 12,500. It is perhaps the only center deserving of the name "city", although this term is commonly applied to any walled town. There are eight walled towns on Hârn, each fully described in *Hârndex*.

| City | Kingdom | Population |
|---|---|---|
| Coranan | Tharda | 12,500 |
| Tashal | Kaldor | 11,400 |
| Cherafir | Melderyn | 7,000 |
| Golotha | Rethem | 6,200 |
| Azadmere | Azadmere | 5,900 |
| Aleath | Kanday | 5,800 |
| Thay | Melderyn | 4,200 |
| Shiran | Tharda | 3,900 |

In addition to these cities, most settlements marked as castles and keeps on the regional map have small unwalled towns adjacent to them where a market is held at least once a month. Several of these, notably Dyrisa, Kiban, Shostim, and Telen, are budding walled towns with populations of 2000-3000.

## GOVERNMENT OF TOWNS

In a strict legal sense, there are two different kinds of towns on Hârn; freetowns and feudal towns. Aleath, Golotha, and Thay are freetowns, enjoying a fairly high degree of independence from external authority. Azadmere, Cherafir, Coranan, Shiran and Tashal are feudal towns, held directly by the king or state. To the average citizen the distinctions are minimal. All towns tax their citizens and pay aids/taxes to the king or state. However, freetowns tend to levy less onerous taxes and collect them with less enthusiasm.

### Town Charters

Freetowns possess a charter from the crown which sets out the rights and privileges of their citizens and their obligations to the king. Each charter is unique, but all have some basic common provisions. These include the right to build and maintain a city wall, hire mercenaries for defence, hold markets/fairs as often as desired, and freedom from feudal or other obligations to anyone except the king. Various clauses detailing the form and powers of civic government, responsibility for taxation, defence, and the administration of justice are also laid out in a town's charter.

Feudal towns have no need for a charter, but often a document outlining the form and nature of town government exists. There is also a tendency for civic governments in both kinds of towns to be similar in form. Civic offices are mainly filled by guildsmen, military offices go to men of military experience. The key officers in Hârnic towns are:

**Alderman:** a custodian and expounder of the law and member of the town court. Aldermen must be invested in their office by the sovereign (or his representative), but the office is often inherited, since this is the way that knowledge of customary law is passed from one generation to the next. Most Hârnic cities have twelve aldermen, all prominent guildsmen, often members of the Litigants' Guild.

**Mayor:** only freetowns have mayors, as such, but all others have some official who is responsible for administering civil and financial affairs. Mayors are usually appointed by the aldermen, often from a short list of candidates supplied by the crown. This official will run a sizable bureaucracy, including tax assessors and collectors.

**Warden:** the officer commanding the city garrison and responsible for maintaining civic law and order. A major expense for any city will be its military budget. In freetowns the warden is appointed by the Mayor; in feudal towns by the crown, usually the constable of the citadel.

**Harbormaster:** the officer in charge of the port (if any) appointed by the Mayor. He is either a retired member of the Pilots' Guild or a political appointee who hires a master pilot as an assistant. Duties of a harbormaster include supervising port maintenance, providing pilotage services, and collecting maritime taxes such as pilotage, wharfage, and vessel registration fees. Harbormasters have several assistants.in the larger ports.

**Bondmaster:** the official responsible for the administration of the city bonding house, and the collection of hawking taxes and import duties. Appointed by the mayor, the bondmaster is usually a member of an important guild and may have assistants. Guards will be provided by the Warden.

### Town Law

Town law is quite different from rural justice and is sufficiently complex to support a guild of litigants. Towns are inhabited mainly by freemen; royal justice is available to most citizens. Towns regard the right to operate their

own courts, free from the interference of any local lord as their most treasured prerogative. Freetown charters give their courts a place in the judicial hierarchy equal to a shire. Appeal from them is directly to the crown. But feudal towns are considered part of the shire in which they lie; appeals are made first to the shire moot.

As centers of trade and sometimes of scholarship, there is a somewhat greater dependence on written statute and precedent in town law. Financial transactions are much more common and civic penal codes may view economic or civil cases as dimly as crimes of violence. The importance of a suit is often a matter of how much (and whose) money is involved.

Most cases are settled informally. The parties to a dispute make an appointment for adjudication and the case will then be argued before a single alderman. The financial interests of the participants often lend themselves to a quick execution of justice. The alderman will pass judgement, and levy and collect fines with dispatch. Appeals may be made to a town court of assembled aldermen. Important or complex cases will usually go directly to the town court. Aldermen may issue writs and warrants, but in a corrupt town it is usually cheaper to seek a writ elsewhere.

## URBAN GEOGRAPHY

Most towns are roughly circular. Streets tend to radiate from several key points, notably the market and citadel, but they may well detour around vanished ponds or trees. Many streets existed before the town walls were built, but new construction will take into account the location of city gates, and gradually make the city appear more planned.

Street names are rarely posted; they tend to be a matter of oral rather than written tradition and change from time to time. Houses are not numbered. There is no official post office; mail is carried privately, at considerable expense. Few can read anyway.

Crime is rampant in most cities. Street illumination is rare so the streets are dark and dangerous at night. Policing, such as exists, is typically in the hands of notoriously corrupt and incompetent city garrison. The open carrying of weapons is discouraged by most civic authorities.

Street illumination and sewers are rare. The quality of urban construction tends to be somewhat higher than in the countryside, but there is wide variation from town to town. Aleath is famous on Hârn for its high standards of civic architecture; Golotha, on the other hand, is an urban blight.

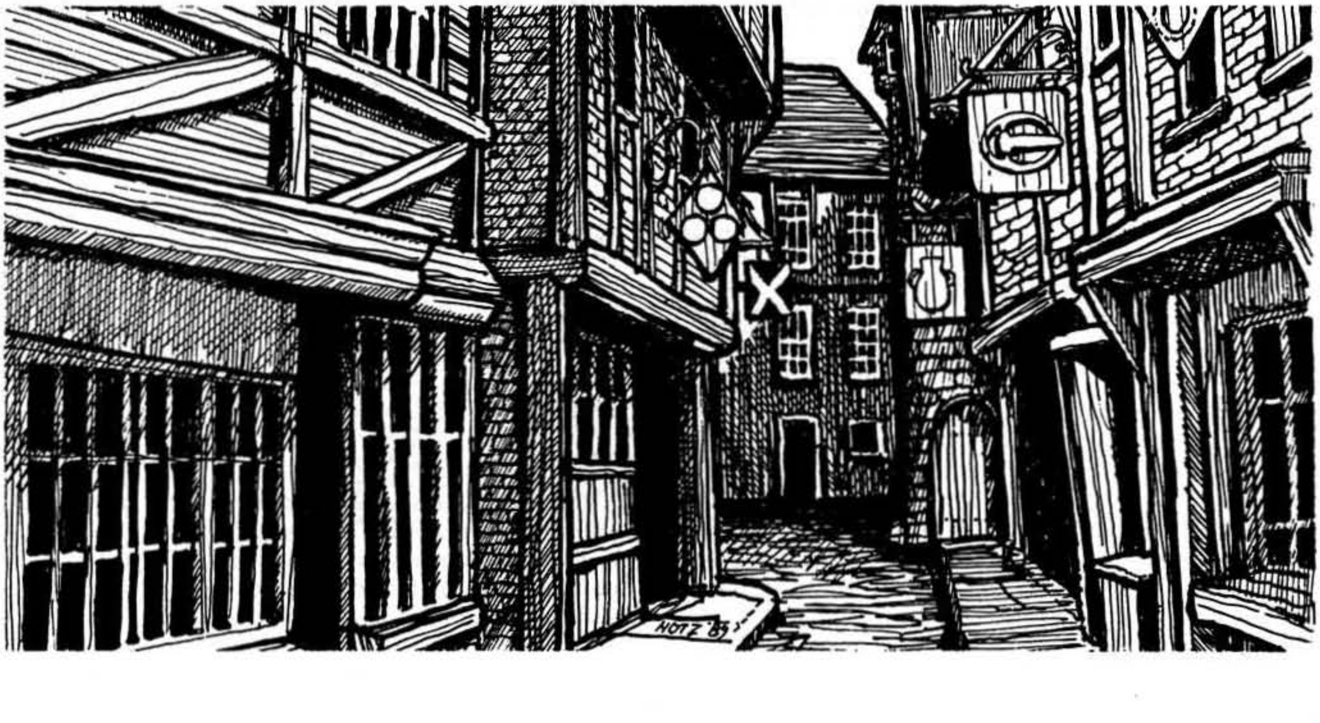
Government buildings and temples tend to be built of stone on a lavish scale. However, most townsmen live in two or three-story slums of wooden construction in which overcrowding is the norm. Guildsmen can usually afford better accommodation, and the homes of a few wealthy guildsmen may be quite luxurious.

City lots change hands without reference to any zoning bylaws, although government will occasionally step in to forbid construction and all urban governments have unlimited expropriation powers.

### Town Markets

Towns are essentially defensible markets, where the countryside trades its agricultural surplus for the civilized artifacts of the city. The relationship is symbiotic; each has its own monopoly, but the countryside could exist without towns while the converse is untrue.

The heart of the town is its marketplace, the place where money and goods are exchanged more or less freely. It is illegal to sell anything within five leagues of most towns except within its marketplace. Impromptu highway sales within this zone are forbidden by royal laws - the minimum penalty is confiscation. The marketplace itself is



administered by the *Mangai* who rent space for a penny or two per day. Vendors can sell from their own carts, tents, or stalls, or rent them from tentmakers or woodcrafters.

Local guildsmen have an advantage in the town economy. For one thing the aldermen and mayors for most towns are usually local guildsmen. For another, they are the only ones permitted to freely sell their goods within the town. Goods imported into a city are subject to payment of hawking taxes and, if they are covered by a local guild monopoly, they must be offered first to local guildsmen handling such wares to be marked up and resold.

### Townsmen

Town life is more sophisticated and volatile than life in the countryside. On the rural manor, everyone has his place, high or low, governed in accordance with old feudal traditions, and almost all rural activities center around the seasonal nature of agriculture. Townsmen on the other hand are freemen, and their social and legal obligations seem less. Their duties may be limited to the payment of some rents or taxes, perhaps to military service in time of war. But while townsmen are not required to work on the land, no one guarantees them food or shelter. Their freedom from service is paid for by their lack of security. Unemployment and starvation come hand in hand, and in time of famine, it is the urban poor who starve first. Townsmen are divided into two major classes, guilded and unguilded.

## THE GUILDS

A guild is a brotherhood of craftsmen who have banded together to control economic activity in specific or related trades. Throughout Hârn and western Lythia, virtually all significant commercial and professional activities are within the control of powerful international guilds whose monopolistic rights are protected by law. Unlike the countryside, towns are dominated by the activities of the guilds; it is their activities that justify a town's very existence.

### The Mangai

The Mangai is the association of all guilds. Grand chapters exist in Hârnic states in one form or another. The Mangai's principal function is to regulate guilds, settle disputes between them, organize and regulate town markets and fairs, and lobby with governments concerning guild rights and privileges. The Mangai operates under the *Charter of the Mangai,* a law that has been enacted by most civilized governments of western Lythia. It is this charter which fosters and protects the legal monopolies held by all guilds.

A Mangai chapter is comprised of (at least) one representative of each local guild. This assembly generally elects an executive council. Different chapters have various modes of operation, but most are democratic. Although it wields enormous power, the Mangai stays out of politics. Governments respond by limiting their involvement in guild affairs to taxation.

## GUILD FRANCHISES

Guilds have one prime purpose: to provide economic security for their members. To achieve this objective they employ their legal monopolies to limit competition. This is done primarily by restricting the number of franchises in a specific market. A franchise is a a licence granted by a guild to a qualified master to own and operate a business within a specific area. Although the custom varies, there are usually three ranks within each guild: Apprentice, Journeyman, and Master.

### Apprenticeship

Apprenticeship is deemed a privilege, usually granted to the eldest son of an existing Master. The guild may also permit (or sell) additional apprenticeships, mostly to the younger offspring of Masters, or to non-guildsmen able to pay the most. An apprenticeship generally lasts from four to seven years, depending on the guild. To ensure strict discipline, apprentices are rarely permitted to serve under their own fathers. Typically, two masters in nearby settlements will exchange their apprentice children. Wealthy guildsmen often try and place their sons with highly skilled and respected masters, paying such mentors a fee for this privilege. The treatment received by apprentices varies; frequent beatings and long hours of menial labor are considered normal. Apprentices receive only room and board, although some get pocket money from generous masters.

### Journeymen

The rules governing promotion from apprentice to journeyman vary from guild to guild. The candidate may have to pass a practical and/or oral examination before the guild's Board of Syndics (see below), but the simple vouching of his master is generally sufficient. The professional guilds usually have the most stringent requirements. Some masters will intentionally deny advancement to their apprentices because of the cheap labor they represent, but the guild will usually step in to prevent this from going on too long. A few guilds do not have the rank of journeyman.

Journeymen, in addition to room and board, are entitled to a small wage, typically between one third and two thirds of the Bonded Master rate depending on experience. They are usually expected to travel from one location to another, working for different masters of their guild. After a prescribed period (usually 3-5 years) the journeyman may apply to any Board of Syndics for promotion to the rank of master. This generally requires the recommendations of at least three masters under whom the journeyman has served, and often some kind of oral and/or written examination.

### Masters

There are two kinds of master within most guilds, *Freemaster* and *Bonded Master.* A Freemaster is one who holds a *franchise*, which is simply a licence granted by the guild to own and operate a business in a particular location. A Bonded Master works under contract for a wealthy person or institution. Unemployed masters who do not hold franchises are called simply masters. All masters tithe ten percent of their incomes to the guild as dues.

Newly created masters are not automatically granted a franchise; these must be inherited or purchased. Many new masters return home to work alongside their fathers until they inherit the family franchise, while others seek employment as bonded masters until they can afford to purchase a new franchise. The fees to buy a new franchise are stiff, ranging from two to ten years' income of a master, plus the customary bribes. Many masters, either by choice or financial circumstance, never obtain a franchise.

Most guilds seek to preserve the security of their Masters by limiting the number of franchisees and establishing "fair price" guidelines for wares of specific qualities. A master who sells high quality wares cheap, or low quality wares dear, will receive a visit from guild officials. They will no doubt remind him that fines can be imposed, and ultimately, a franchise can be revoked.

### Guildmasters & Syndics

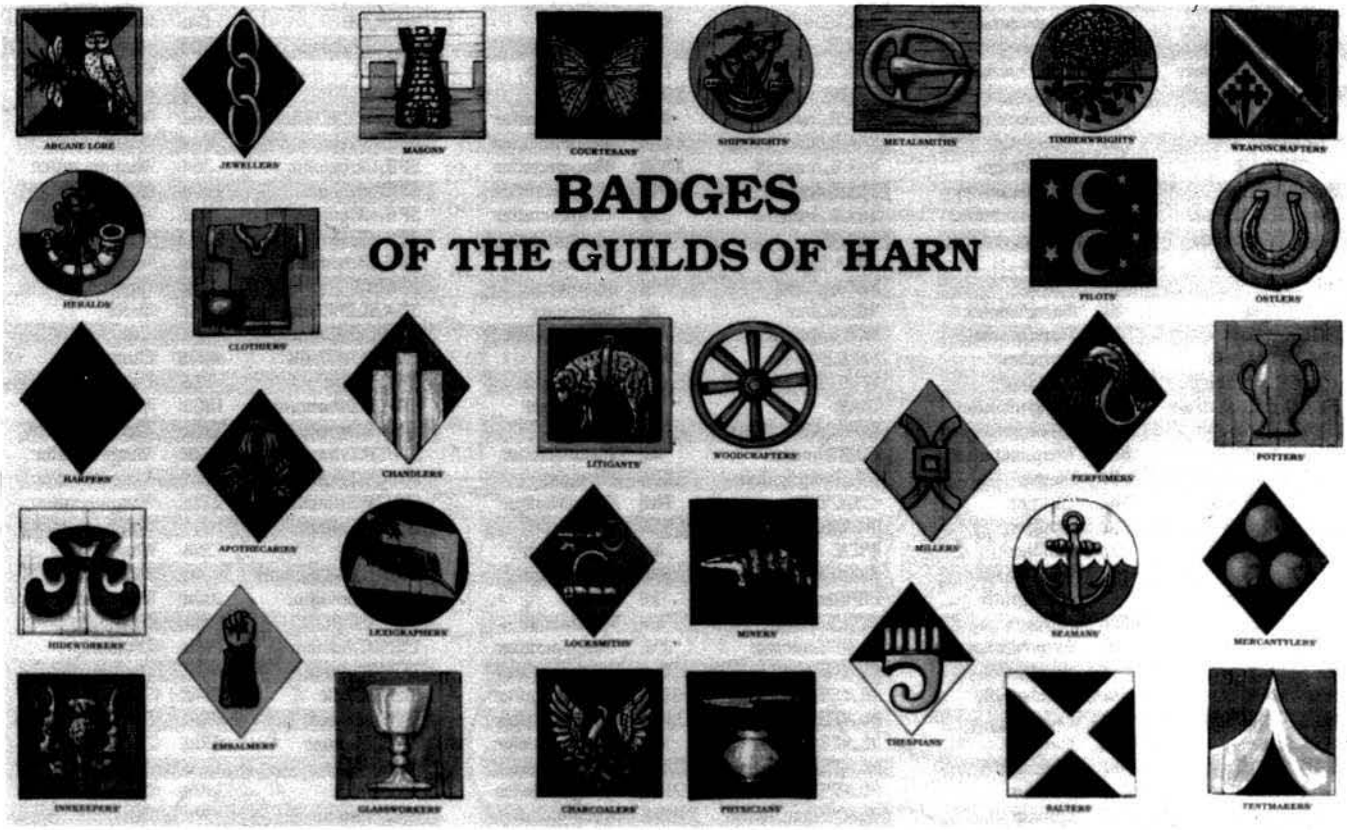
All masters are members of the local guild chapter with one vote. They elect from among their number a board of syndics who will then appoint a Guildmaster from among themselves. These officers are responsible for the day to day administration of the chapter and, except in the case of very wealthy guilds, continue to be practicing masters. They usually receive a stipend for their administrative role. The Guildmaster will represent the guild in the local chapter of the Mangai and at any regional conventions the guild may hold. The way in which a specific guild chapter is actually run depends mostly on the personalities involved.

## THE INDIVIDUAL GUILDS

A list of the guilded occupations is noted on the Income Table and their badges are shown below. Each guild is fully described in *Hârndex*. Most guilds are urban; some are rural, some are both. Guilds may be weak, with loosely defined monopolies, but most are strong with rigid monopolies. In Orbaal and among the Khuzdul, the functions of guilds are performed by clans, equally monopolistic but simpler in organization.

### Unguilded Occupations

Most townsmen do not, however, belong to guilds. Anyone may enter an unguilded occupation, but these tend to be insecure, unfulfilling, and unprofitable. Some unguilded freemen are common soldiers, and a few are successful scribes, artists, or toymakers, but most are common laborers who are often worse off than the serfs of the countryside.


BADGES
OF THE GUILDS OF HARN
ARCANE LORE
JEWELLERS'
MASONS'
COURTESANS'
SHIPWRIGHTS'
METALSMITHS'
TIMBERWRIGHTS'
WEAPONCRAFTERS'
HERALDS'
CLOTHIERS'
PILOTS'
OSTLERS'
HARPERS'
APOTHECARIES'
CHANDLERS'
LITIGANTS'
WOODCRAFTERS'
MILLERS'
PERFUMERS'
POTTERS'
HIDEWORKERS'
EMBALMERS'
LEXIGRAPHERS'
LOCKSMITHS'
MINERS'
THESPIANS'
SEAMANS'
MERCANTYLERS'
INNKEEPERS'
GLASSWORKERS'
CHARCOALERS'
PHYSICIANS'
SALTERS'
TENTMAKERS'

# Price List

| | | |
|---|---|---|
| ALE/pint | 1f | Innkeeper |
| ANCHOR | 12d | Shipwright |
| APPLES/bushel | 6d | Farm/Market |
| ARROWS/dozen | 15d | Weaponcrafter |
| AXE/battle | 100d | Weaponcrafter |
| AXE/hand | 70d | Weaponcrafter |
| AXE/hatchet | 12d | Metalsmith |
| AXE/pole | 96d | Weaponcrafter |
| AXE/throwing | 48d | Weaponcrafter |
| AXLE | 6d | Metalsmith |
| BAG/canvas | 4d | Tentmaker |
| BARLEY/bushel | 5d | Farm/Market |
| BARREL/hogshead | 15d | Woodcrafter |
| BEANS/bushel | 8d | Farm/Market |
| BELT/leather | 10d | Hideworker |
| BLANKET/wool | 48d | Clothier |
| BOOTS/leather | 60d | Hideworker |
| BOTTLE | 6d | Glassworker |
| BOW/crossbow | 60d | Weaponcrafter |
| BOW/long | 36d | Weaponcrafter |
| BOW/short | 24d | Weaponcrafter |
| BRANDY/pint | 8d | Innkeeper |
| BREAD/rye loaf | 1f | Miller |
| BREAD/wheat loaf | 2f | Miller |
| BRIDLE | 12d | Ostler |
| BUCKET | 4d | Woodcrafter |
| BUNS/dozen | 2f | Miller |
| CANDLE | 1f | Chandler |
| CART/2 wheels | 80d | Woodcrafter |
| CAULDRON/iron | 10d | Metalsmith |
| CHAIR | 12d | Woodcrafter |
| CHARCOAL/bushel | 2d | Charcoaler |
| CHICKEN/live | 6d | Farm/Market |
| CIDER/pint | 1f | Innkeeper |
| CLUB/mace | 84d | Weaponcrafter |
| CLUB/maul | 24d | Weaponcrafter |
| CLUB/morningstar | 48d | Weaponcrafter |
| CLUB/warhammer | 90d | Weaponcrafter |
| COAL/bushel | 6d | Charcoaler |
| COFFIN | 9d | Woodcrafter |
| COURTESAN | 12d | Courtesan |
| CROWBAR | 9d | Metalsmith |
| DAGGER | 24d | Weaponcrafter |
| DAGGER/keltan | 36d | Weaponcrafter |
| DAGGER/taburi | 20d | Weaponcrafter |
| DONKEY/live | 120d | Ostler |
| DRUM | 36d | Harper |
| DUCK/live | 6d | Farm/Market |
| EGGS/dozen | 2d | Farm/Market |
| EMBALMING | 200d | Embalmer |
| FALCON/trained | 100d | Falconer |
| FLAIL/ball & chain | 60d | Weaponcrafter |
| FLAIL/grain | 12d | Woodcrafter |
| FLAIL/war | 60d | Weaponcrafter |
| FLUTE | 18d | Harper |
| GLOVES/leather | 24d | Clothier |
| GLOVES/silk | 48d | Clothier |
| GLOVES/wool | 12d | Clothier |
| GOAT/live | 10d | Farm/Market |
| GOBLET/pewter | 3d | Metalsmith |
| GOLD/ounce | 400d | Miner |
| GOOSE/live | 9d | Farm/Market |
| GRAPPLE | 10d | Metalsmith |
| HAMMER | 6d | Metalsmith |
| HARNESS/horse | 18d | Ostler |
| HARP | 300d | Harper |
| HARPOON | 40d | Metalsmith |
| HAT/leather | 16d | Clothier |
| HAT/linen | 4d | Clothier |
| HAT/silk | 32d | Clothier |
| HAT/wool | 8d | Clothier |
| HAY/bushel | 6d | Farm/Market |
| HERB/common/ounce | 6d | Apothecary |
| HERB/rare/ounce | 60d | Apothecary |
| HIDE/beaver | 20d | Hideworker |
| HIDE/calf | 16d | Hideworker |
| HIDE/deer | 6d | Hideworker |
| HIDE/ermine/sable | 30d | Hideworker |
| HIDE/horse | 10d | Hideworker |
| HIDE/lambskin | 3d | Hideworker |
| HIDE/otter/weasel | 24d | Hideworker |
| HIDE/ox | 12d | Hideworker |
| HIDE/pig | 5d | Hideworker |
| HIDE/rabbit | 1d | Hideworker |
| HIDE/seal | 24d | Hideworker |
| HIDE/sheep | 4d | Hideworker |
| HONEY/gallon | 12d | Farm/Market |
| HORN/hunting | 20d | Hideworker |
| HORSE/cart | 180d | Ostler |
| HORSE/plough | 240d | Ostler |
| HORSE/riding | 360d | Ostler |
| HORSE/war | 600d | Ostler |
| HORSESHOE/each | 1d | Metalsmith |
| INK/black/quart | 3d | Lexigrapher |
| KEY | 2d | Locksmith |
| KNIFE/kitchen | 6d | Metalsmith |
| KURBUL/backplate | 60d | Weaponcrafter |
| KURBUL/breastplate | 60d | Weaponcrafter |
| KURBUL/coudes | 10d | Weaponcrafter |
| KURBUL/greaves | 60d | Weaponcrafter |
| KURBUL/half-helm | 30d | Weaponcrafter |
| KURBUL/kneecops | 15d | Weaponcrafter |
| KURBUL/vambraces | 15d | Weaponcrafter |
| LANTERN | 12d | Chandler |
| LEGAL CONTRACT | 24d | Litigant |
| LEGAL DEED | 18d | Litigant |
| LEGAL WILL | 12d | Litigant |
| LEGGINGS/leather | 192d | Clothier |
| LEGGINGS/linen | 48d | Clothier |
| LEGGINGS/silk | 384d | Clothier |
| LEGGINGS/wool | 96d | Clothier |
| LOCK | 4d | Locksmith |
| LOCKBOX | 12d | Locksmith |
| LUTE | 200d | Harper |
| MAIL/cowl | 90d | Weaponcrafter |
| MAIL/habergeon | 645d | Weaponcrafter |
| MAIL/hauberk | 855d | Weaponcrafter |
| MAIL/leggings | 690d | Weaponcrafter |
| MAIL/mittens | 75d | Weaponcrafter |
| MAPS | 12d | Lexigrapher |
| MEAD/pint | 2f | Innkeeper |
| MEAL/cold | 3f | Innkeeper |
| MEAL/hot | 1d | Innkeeper |
| MILK/gallon | 3d | Farm/Market |
| MULE/live | 180d | Ostler |
| NAILS/pound | 2d | Metalsmith |
| OAR | 5d | Shipwright |
| OATCAKES/dozen | 1f | Miller |
| OATS/bushel | 4d | Farm/Market |
| OIL/lamp/gallon | 12d | Chandler |
| OX/COW | 96d | Farm/Market |
| PAN/copper | 12d | Metalsmith |
| PICK | 8d | Metalsmith |
| PIG/live | 24d | Farm/Market |
| PIPE/smoking | 2d | Potter |
| PITCHFORK | 6d | Metalsmith |
| PLATE/ailettes | 15d | Weaponcrafter |
| PLATE/ailettes | 75d | Weaponcrafter |
| PLATE/backplate | 300d | Weaponcrafter |
| PLATE/breastplate | 300d | Weaponcrafter |
| PLATE/coudes | 50d | Weaponcrafter |
| PLATE/great-helm | 225d | Weaponcrafter |
| PLATE/greaves | 300d | Weaponcrafter |
| PLATE/half-helm | 100d | Weaponcrafter |
| PLATE/kneecops | 75d | Weaponcrafter |
| PLATE/pewter | 5d | Metalsmith |
| PLATE/rerebraces | 30d | Weaponcrafter |
| PLATE/rerebraces | 150d | Weaponcrafter |
| PLATE/vambraces | 125d | Weaponcrafter |
| PLOUGH | 48d | Woodcrafter |
| PROSTITUTE | 1d | Prostitute |
| PURSE/buckram | 9d | Clothier |
| PURSE/silk | 60d | Clothier |
| QUILL | 1d | Lexigrapher |
| QUILT/cowl | 24d | Weaponcrafter |
| QUILT/gambeson | 228d | Weaponcrafter |
| QUILT/leggings | 230d | Weaponcrafter |
| QUIVER | 8d | Hideworker |
| RING/cowl | 42d | Weaponcrafter |
| RING/habergeon | 300d | Weaponcrafter |
| RING/hauberk | 400d | Weaponcrafter |
| RING/leggings | 322d | Weaponcrafter |
| ROBE/silk | 600d | Clothier |
| ROBE/wool | 150d | Clothier |
| ROPE/fathom | 6d | Shipwright |
| RYE/bushel | 6d | Farm/Market |
| SACK/buckram | 1d | Tentmaker |
| SACK/linen | 2f | Tentmaker |
| SADDLE/riding | 80d | Ostler |
| SADDLE/war | 240d | Ostler |
| SALT/bushel | 12d | Salter |
| SANDALS/leather | 8d | Hideworker |
| SCABBARD/leather | 48d | Hideworker |
| SCALE/cowl | 60d | Weaponcrafter |
| SCALE/habergeon | 430d | Weaponcrafter |
| SCALE/hauberk | 570d | Weaponcrafter |
| SCROLL/parchment | 2d | Lexigrapher |
| SCROLL/vellum | 4d | Lexigrapher |
| SCYTHE | 24d | Metalsmith |
| SHEEP/live | 12d | Farm/Market |
| SHIELD/buckler | 24d | Weaponcrafter |
| SHIELD/kite | 72d | Weaponcrafter |
| SHIELD/knight | 60d | Weaponcrafter |
| SHIELD/round | 42d | Weaponcrafter |
| SHIELD/tower | 96d | Weaponcrafter |
| SICKLE | 10d | Metalsmith |
| SILVER/ounce | 20d | Miner |
| SLAVE | 300d | Slaver |
| SLED | 80d | Woodcrafter |
| SNOWSHOES/pair | 36d | Woodcrafter |
| SPEAR/glaive | 84d | Weaponcrafter |
| SPEAR/javelin | 36d | Weaponcrafter |
| SPEAR/lance | 120d | Weaponcrafter |
| SPEAR/pike | 96d | Weaponcrafter |
| SPEAR/short | 60d | Weaponcrafter |
| SPEAR/trident | 72d | Weaponcrafter |
| SPURS | 18d | Metalsmith |
| STABLING/day | 1d | Ostler |
| SURCOAT/linen | 60d | Clothier |
| SURCOAT/silk | 480d | Clothier |
| SWAN/live | 12d | Farm/Market |
| SWORD/bastard | 180d | Weaponcrafter |
| SWORD/battle | 230d | Weaponcrafter |
| SWORD/broad | 150d | Weaponcrafter |
| SWORD/estoc | 150d | Weaponcrafter |
| SWORD/falchion | 120d | Weaponcrafter |
| SWORD/short | 90d | Weaponcrafter |
| TABLE | 36d | Woodcrafter |
| TANKARD/pewter | 4d | Metalsmith |
| TENT/pavilion | 200d | Tentmaker |
| TINDERBOX | 6d | Chandler |
| TUNIC/leather | 192d | Clothier |
| TUNIC/linen | 48d | Clothier |
| TUNIC/silk | 384d | Clothier |
| TUNIC/wool | 96d | Clothier |
| VEST/leather | 120d | Clothier |
| VEST/linen | 30d | Clothier |
| VEST/silk | 240d | Clothier |
| VEST/wool | 60d | Clothier |
| WAGON/4 wheels | 220d | Woodcrafter |
| WHEAT/bushel | 8d | Farm/Market |
| WHEEL | 18d | Woodcrafter |
| WHIP | 12d | Hideworker |
| WINE/pint | 2d | Innkeeper |
| WINESKIN/one gallon | 10d | Hideworker |

# PRICES & INCOMES

*In medieval societies, the use of money was not widespread, barter being more common. We have taken some liberties with this, so that players can handle money, find it, earn it, and spend it.*

*Hârnic prices and incomes are based on 13th century medieval Britain, modified as necessary to relate to Hârn. For example, wood was relatively scarce and expensive in medieval Britain, but on Hârn, still heavily forested, the prices for wood products have been reduced. The prices of weapons on the other hand have been increased to restrict their availability.*

## Hârnic Coins

The first Hârnic coins were minted by the Sindarin. These were tokens of esteem for their human subjects, who were soon trading and forging them, making regulation necessary. When the Sindarin withdrew to the Shava Forest, they ceased minting coins, leaving the Khuzdul with a monopoly for many centuries until the first comprehensive system of coinage was developed in the Corani Empire some 300 years ago. In contemporary Hârn, coins are generally struck at official government mints, but sometimes freemaster Jewellers will be awarded a license to strike coins for a fixed period. The penalty for making coins without such license is death.

There are no bronze or copper coins minted on Hârn. The Khuzdul of Azadmere mint a gold coin called the Khuzan Crown, but most people will never see one. The coinage system in use throughout Hârn is based on a single coin, the silver penny.

| | | | |
|---|---|---|---|
| 4 | farthings | = 1 penny | 1d |
| 12 | pennies | = 1 shilling | 12d |
| 20 | shillings | = 1 pound | 240d |

The farthing (f) is a silver penny divided (literally) into four quarters. The shilling (12d) and the pound (240d) are not coins, merely quantities of silver pennies. Coins contain about 75% of metal value, the difference being due to the cost of minting and the addition of 10% tin for strength.

Most civilized states produce their own silver pennies. Coins from Azadmere have universal acceptance throughout Hârn; coins minted elsewhere are usually discounted 10-20% outside their own territory. Rethemi coins, due to chronic problems of clipping and debasing, are hard to pass outside Rethem. The coins in common use on Hârn as of 720 are illustrated below.

## Prices

A price list of basic goods and services is included: The GM must keep in mind that these are "retail" prices at the indicated source which may not, of course, be the original source. The selling price of goods must cover not only their buying price, and work done to make them saleable, but also levies of tariffs and tolls, transport costs, and losses to shipwrecks, storms, pirates, and brigands. A mercantyler would buy items for as little as 10% of these prices, and sell them for roughly 50% of the indicated price to the named source. That is, a beaver pelt is listed as 20d. This would be the selling price for a dressed pelt from the indicated source (Hideworker). A mercantyler in the fur trade would purchase such a pelt from a trapper for as little as 2d, sell it to a Hideworker for 10d, who cures/dresses the hide and sells it for 20d. Select goods from eastern Lythia change hands many times and sell in the west for up to 100 times their original cost.

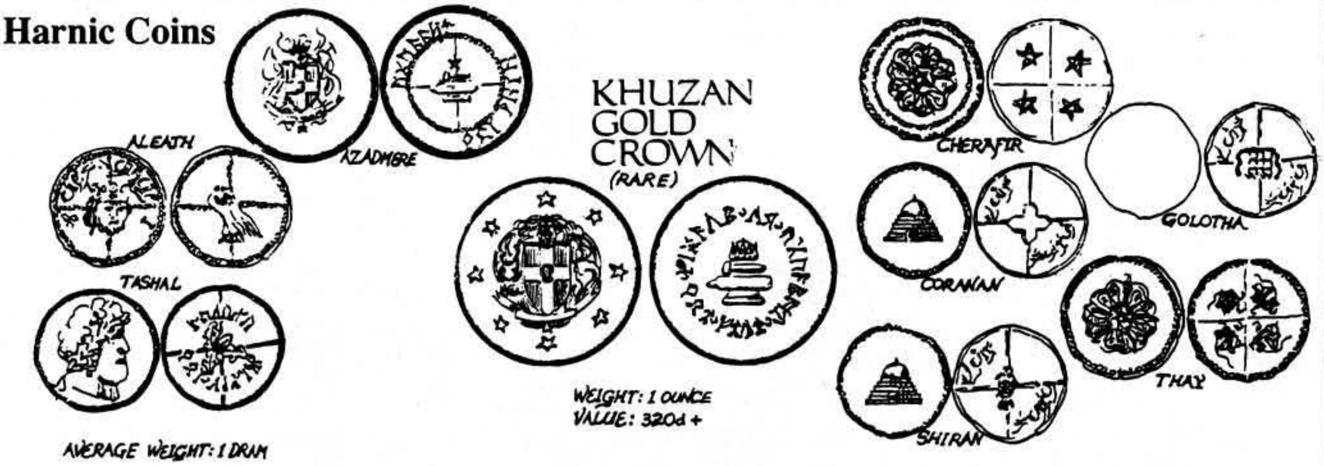
All prices should be seen as only a rough guide. Bargaining over prices is as much an artform on Hârn as anywhere. Most items are sold on the basis of quality and volume not weight. Markets do not have scales and even if they did they would probably not be trusted by buyers. The seller, with a shrewd eye on the size of the buyer's purse, sets a price. Haggling follows, and the final transaction can vary 25% or more from the noted prices.

The units of measure noted on the price list are those standard to Hârn. See under *Weights & Measures* in Hârndex. Food and livestock are bought either at a market or directly from the producer. Most meat is purchased live since a live animal is indisputably fresh and will keep without spoiling as long as you feed it.

### Weapons & Armour

These are listed by basic type, such as Swords, Clubs, Spears, etc. Armours are also listed by type, such as Mail, Scale, etc. Kurbul is the Hârnic name for hardened leather.

**Harnic Coins**



## INCOMES

Listed on the right are the average wages earned from various occupations on Hârn. The incomes shown are monthly, based on working 24 days, the average number of days worked per month after various holidays. Dawn to dusk hours are the norm for most work, hence in reality, summer wages are higher and winter wages are less due to the amount of hours that can be worked.

### Guilded Occupations

Wages are for *Bonded Masters;* room and board may also be provided. The employer would bear the additional cost of providing materials and supplies, but tools are generally owned by the master. A highly skilled master, such as a mason-architect building a new castle, or an exquisite sword craftsman, could earn fees up to six times higher, but such incomes are rare. Apprentices, in most cases, receive only room & board, but sometimes get pocket money from generous masters. A Journeyman would receive 30-60% of a master's wages, depending on his experience, plus room and board.

*Freemasters* tend to have variable incomes, possibly even a loss. Their expenses would include rent, taxes, and supplies, and demand for their services is obviously crucial. Unless the GM wishes to take these factors into account, calculating a "profit and loss" statement for a freemaster, we suggest their net income (profit after all *business* expenses) is equal to the bonded master rate varied at GM discretion.

### Unguilded Occupations

Wages given are for experienced workers; others might earn from 20-80% of this amount depending on skills. Wages would also be dependent on the availability of labor.

### Military Wages

The income of a *Man-at-Arms* is given. These wages apply to common legionaires of Tharda, but may serve as a guideline to all mercenaries of the lowest rank. Wages are usually paid quarterly, but are listed monthly for comparison with other incomes. Considering the danger, military wages are low, but there are some perks such as booty. Traditionally, a soldier may keep 2/3 of booty collected, giving 1/3 to the next highest rank, who gives 1/3 to the next highest rank, and so on. The commander of a large army can acquire quite a tidy sum in this way.

### INCOMES

| GUILDED | Day | Month | Year |
|---|---|---|---|
| Apothecary | 10f | 60d | 720d |
| Arcane Lore | -- | Variable | -- |
| Chandler | 9f | 54d | 648d |
| Charcoaler | 9f | 54d | 648d |
| Clothier | 10f | 60d | 720d |
| Courtesan | -- | Variable | -- |
| Embalmer | 8f | 48d | 576d |
| Glassworker | 11f | 66d | 792d |
| Harper | 7f | 42d | 504d |
| Herald | 13f | 78d | 936d |
| Hideworker | 10f | 60d | 720d |
| Innkeeper | 10f | 60d | 720d |
| Jeweller | 11f | 66d | 792d |
| Lexigrapher | 9f | 66d | 792d |
| Lia-Kavair | -- | Variable | -- |
| Litigant | 12f | 72d | 864d |
| Locksmith | 10f | 60d | 720d |
| Mason | 16f | 96d | 1152d |
| Mercantyler | -- | Variable | -- |
| Metalsmith | 12f | 72d | 864d |
| Miller | 14f | 84d | 1008d |
| Miner | 14f | 84d | 1008d |
| Ostler | 13f | 78d | 936d |
| Perfumer | 11f | 66d | 792d |
| Physician | 12f | 72d | 864d |
| Pilot | -- | Variable | -- |
| Potter | 10f | 60d | 720d |
| Salter | 8f | 48d | 576d |
| Seaman | 8f | 48d | 576d |
| Shipwright | 15f | 90d | 1080d |
| Tentmaker | 12f | 72d | 864d |
| Thespian | -- | Variable | -- |
| Timberwright | 13f | 78d | 936d |
| Weaponcrafter | 18f | 108d | 1296d |
| Woodcrafter | 11f | 66d | 792d |

| UNGUILDED | Day | Month | Year |
|---|---|---|---|
| Animal Trainer | 12f | 72d | 864d |
| Beggar | 4f | 24d | 288d |
| Cartographer | 14f | 84d | 1008d |
| Cook | 5f | 30d | 360d |
| Farmhand | 4f | 24d | 288d |
| Fisherman | 8f | 48d | 576d |
| Herdsman | 4f | 24d | 288d |
| Hunter | 7f | 42d | 504d |
| Laborer | 7f | 42d | 504d |
| Longshoreman | 7f | 42d | 504d |
| Man-at-Arms | 5f | 30d | 360d |
| Porter | 7f | 42d | 504d |
| Prostitute | 6f | 36d | 432d |
| Ratter | 10f | 60d | 720d |
| Sage/Tutor | 14f | 84d | 1008d |
| Scribe | 11f | 66d | 792d |
| Servant | 4f | 24d | 288d |
| Teamster | 12f | 72d | 864d |
| Thatcher | 9f | 66d | 792d |
| Toymaker | 8f | 48d | 576d |
| Trapper | 6f | 36d | 432d |

## TAXES & TOLLS

Most Hârnic taxes noted below are urban in character. The levies charged on rural folk, namely aids and heriot, are discussed under feudal obligations. Average tax rates are given, but they can vary. *Encyclopedia Hârnica* publications provide specific tax rates at various locales.

### Property Tax

An annual tax charged on the assessed value of real estate most of which is owned by wealthy guildsmen or gentlefolk. Bribery of civic tax assessors to deflate values is widespread. Landlords are responsible for payment of property taxes, generally on the first day of Savor. There are two tax rates, a business rate (6%) applicable only to guildsmen, and a residential rate (8%) for everyone else. Properties outside a city wall, but still under civic jurisdiction (generally within one league of the citadel) probably pay lower taxes (30-70%). Tax exempt status applies to many legal temples.

### Hawking Tax

A tax payable to the Bondmaster on all goods brought into a city to be sold, including raw materials for further processing, but excluding foodstuffs. The tax is usually a percentage of the consignment's value, but since the Bondmaster tends to rely on "declared values", assessments are generally low unless the mercantyler neglects the appropriate bribes. The average tax is 10%.

### Bonding Fees

The mercantyler can delay payment of the hawking tax by placing his goods in bond, that is storing them in the government bonding house. Goods temporarily brought into a city, but destined to be exported, must be placed in bond. This service incurs payment of a bonding/storage fee, a percentage of declared value, payable in advance with a minimum one month fee. The average Bonding Fee is 1% per month.

### Maritime Taxes

Shipowners berthed in a port must pay to the harbormaster, *Wharfage* that averages 1d per foot of vessel length per day. Vessels at anchor in a port, pay roughly 20% of the wharfage rate. The *Pilotage* fee is typically 24-48d per vessel. A vessel can reduce its wharfage by 50% (not its pilotage) by paying an annual *Registry* fee.

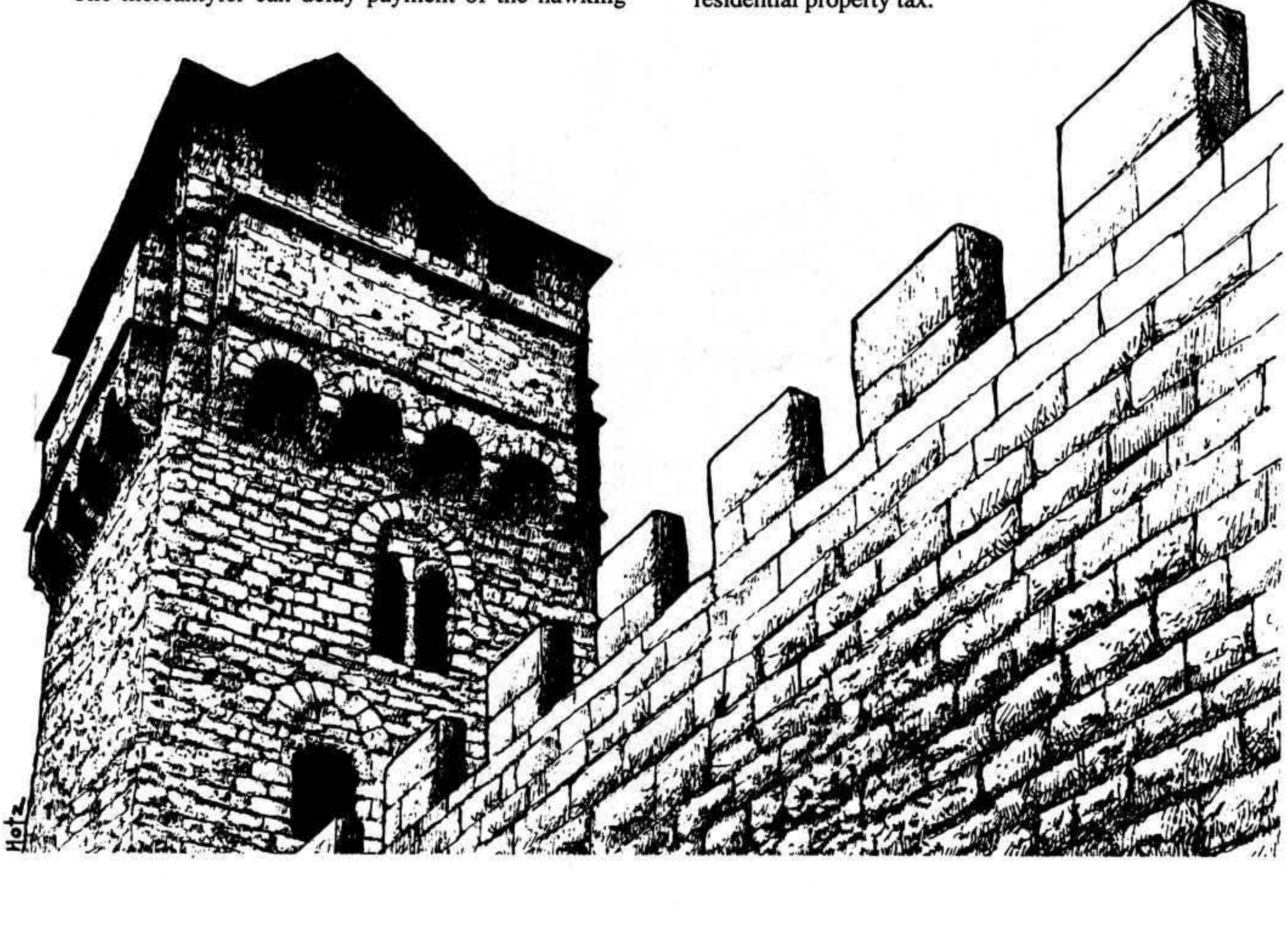
### Tolls

Government tollhouses exist along most major roads and tolls are often charged by various parties, not always legitimately, at bridges, fords etc. Typical tolls are:

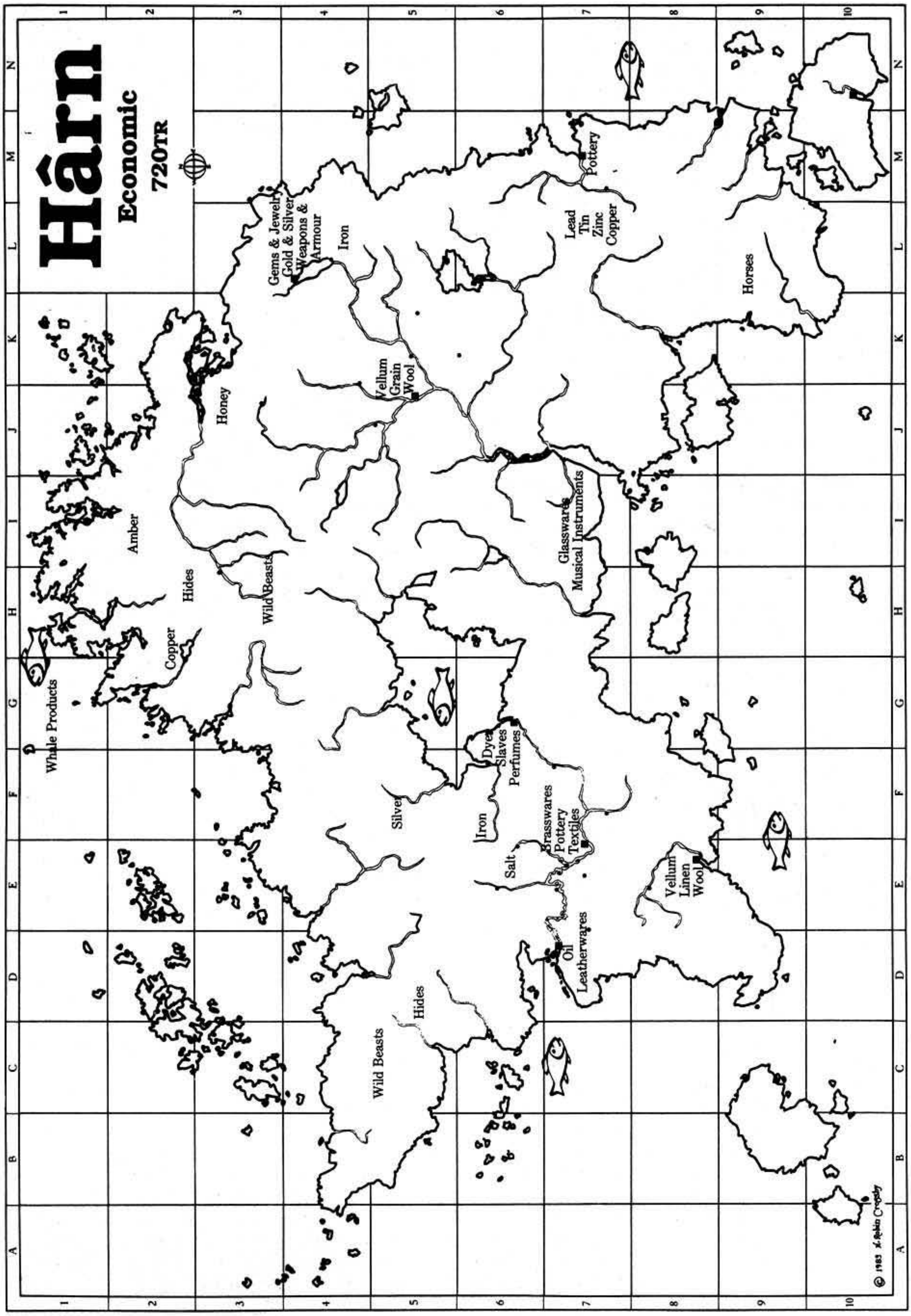
| | |
|---|---|
| Per Person (afoot) | 1f |
| Per Horse | 3f |
| Per Cart (2-wheels) | 2f |
| perWagon (4-wheels) | 4f |
| per Ox/Sheep/etc. | 1f |

### Guild Dues

All master guildsmen pay 10% of their gross incomes to their guild, which then pays half of this tithe to the town government. Unguilded occupations pay only the higher residential property tax.



# Economic Map


Hârn
Economic
720TR
Gems & Jewelry
Gold & Silver
Weapons & Armour
Iron
Pottery
Lead
Tin
Zinc
Copper
Horses
Vellum
Grain
Wool
Honey
Amber
Hides
Wild Beasts
Copper
Whale Products
Glasswares
Musical Instruments
Dyes
Slaves
Perfumes
Silver
Iron
Brasswares
Pottery
Textiles
Salt
Vellum
Linen
Wool
Oil
Leatherwares
Hides
Wild Beasts
1 2 3 4 5 6 7 8 9 10
A B C D E F G H I J K L M N
© 1983 N. Robin Crossby

# TRADE

Most regions of Hârn are self-sufficient with the exception of salt and mineral ores. The Economic Map shows only resources and products which are available in sufficient quantity for trade. That is, there is a surplus of these items for the specific area, allowing them to be "exported" to another region. Most trade goods are exotic wares, or basic goods that are scarce in specific areas.

## CARAVANS

Nearly all land trade is transported via caravans, organized expeditions of mercantylers journeying from one town to another. The long established routes are often patrolled by various interested parties, seeking to encourage such traffic. Way-stations such as Trobridge Inn or Oselbridge have been built at strategic points to aid the caravan trade.

Tashal is the major trading center of eastern Hârn. Every spring four large caravans converge on Tashal; from Orbaal and the north down the Fur Road, from Azadmere via the Silver Way, from Coranan and western Hârn along the Salt Route, and from Thay by way of the Genin Trail. The diverse goods brought to Tashal are traded throughout the summer, and in early autumn, the four caravans return home.

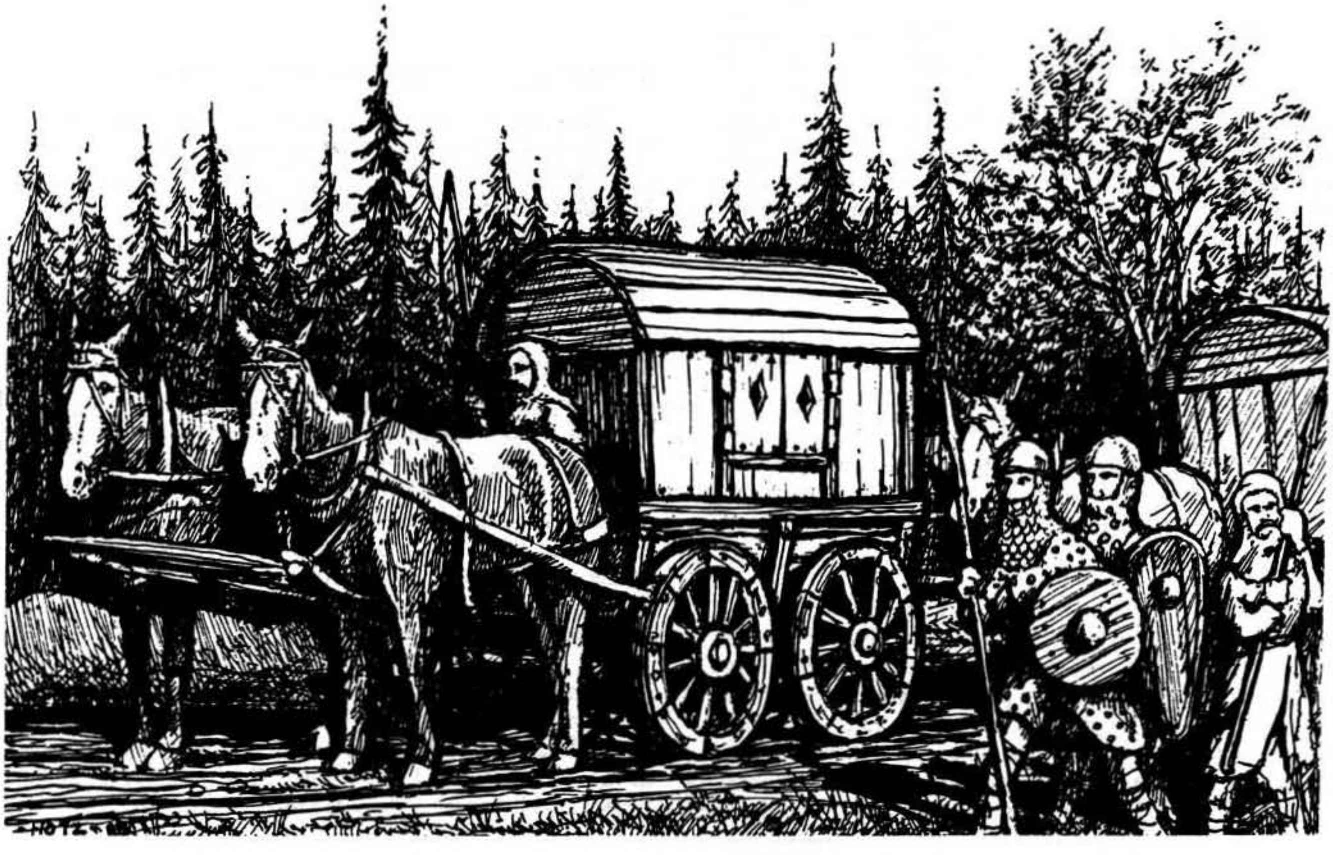
Coranan is the major trading center of western Hârn. Caravans journey between Aleath and Coranan throughout the year. Goods from Golotha and Shiran move to Coranan at irregular intervals, usually by barge on the Thard River. The traditional departure date of the Salt Route caravan from Coranan to Tashal is the fifteenth of Peonu. Mercantylers from Golotha and Shiran join the caravan at Coranan before this date. Many Aleathian mercantylers join the caravan at Moleryn.

### Caravan Masters

The major caravans of Hârn and elsewhere are operated by specialist members of the Mercantylers' Guild known as Caravan Masters. It is not illegal for any mercantyler to organize his own caravan, but the organizational complexity involved has led to the prevailing custom. Most Caravan Masters are individuals (often ex-military officers) who have demonstrated some skill at getting the job done. Several have become dominant because of the special relationships they have developed with guildmembers and tribesmen. Fees are charged to journey with a caravan. The GM may calculate fees (based on a rough charge per ten leagues (two hexes on a regional map) of: Wagon/6d, Cart/3d, Horse/2d, and man afoot/1d. Fees might be waived/reduced if someone "works his passage" and do not include tolls.

### MARITIME TRADE

With few exceptions, overland roads are very bad, and wheeled transport slow and crude. Land trade is the preserve of a few hardy mercantylers and most commercial movement of goods is by water, although this is less true on Hârn than elsewhere. Maritime trade is dealt with in detail in the *Pilots' Almanac*, an expansion module available from Columbia Games.



# RELIGION

Every human culture has metaphysical beliefs. Gamemasters must make some decision concerning the nature of the divine beings who live, if only in the minds of men. There are only two real courses to follow and the GM need not inform his players of his ultimate choice. Either the gods are only the figments of the imaginations of men, or they truly exist. But in either case, the GM should present the gods as if they do exist, for the majority of Hârnians believe explicitly in their existence. With inevitable variations and prejudice due to culture and location, most of the religious movements of western Lythia share a common set of metaphysical beliefs, although none express them in such terms.

## KELESTIA

Kelestia is everything that exists, the sum total of all realities. Kelestia is not governed only by physical laws of space and time. While each universe has its own laws, there is also a set of master laws governing Kelestia as a whole. A planet may be inaccessible to other worlds in its own universe, but because of the warping of Kelestia, it may be possible to reach worlds in other universes using higher dimensional paths, referred to (somewhat imprecisely) as travel in the "Nth dimension". Those who travel such routes refer to it as "walking in shadow", "crossing the void", and so on.

### Familial Worlds

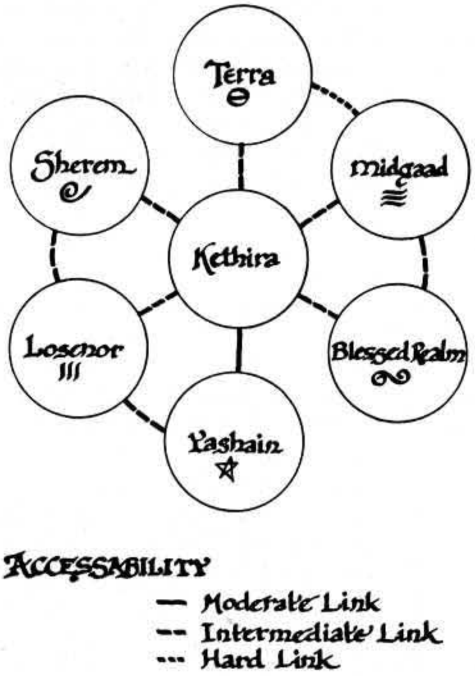
In the Nth dimension, worlds are arranged around a "parent" world, or nexus. The nexus world gathers lines of force and warps space-time to adopt alien worlds into the "family". The arrangement is largely a random process. Because it is rare for the worlds of a family to lie in the same universe (and be governed by the same physical laws) the members of a family need not be similar. Travel between worlds is never easy, but travel between the nexus and others in the family is easiest. Accessibility between members of the family ranges from moderate to impossible.

### The Kethrian Family

The world of Kethira, on which Hârn is located, is the nexus of a family of seven worlds. Kethira is a kind of crossroads. No one in living memory has explored the whole family. There is a wide variation in the status of the gods, magic, and technology on the different worlds of the family.

Two of the worlds of the family, Kethira and Yashain, have a unique relationship. The links with other worlds are generally shifting and vague, but between these two there are a large number of constant, point to point, even region to region, correspondences. Various sites exist (in some form) on both worlds at the same time. Most of the gods of Hârn are believed to reside on Yashain, which is Kethira's "half-world". Most Kethirans believe that they spend their afterlives on Yashain in the service of their chosen deities. Yashain is divided into kingdoms governed by the gods. Earldoms and baronies are ruled by demons and demigods. There is a constant state of war, good against evil, and order against chaos.

*The Kethrian Family*



## LIBRAM OF THE PANTHEON

Some six hundred years ago, the basic metaphysical beliefs were collected into a single tome called the Libram of the Pantheon, by Nala-Uroh of Elkall-Anuz. Uroh based his efforts on earlier works, few of which seem to have survived. The Libram has since received the approval of most churches in that they teach the same story of creation to their followers.

### The Natal Wars

First, Uroh writes, there was universal chaos; time and space had no meaning, reality was not fixed. From this arose the First Gods, who were the only beings able to stand against the chaos. These beings were principles of power rather than conventional gods. They made war upon each other, threatening to destroy the cosmos. One result of the wars was the creation of the Lesser Gods to serve the First Gods and do battle on their behalf. It is these lesser gods who are now worshiped.

Finally, when it became apparent that the war threatened the existence of Kelestia, the First Gods made peace. Each was to have his own realm and to participate in the government of the whole. This peace resulted in Kelestia taking more or less its present form.

## KETHIRA

Kethira is Hârn's planet. It is the second of five planets of the star Nolomar. The planet is slightly smaller than Terra and has one moon called Yael. It is predominantly a water planet. Oceans and seas cover seventy eight percent of the surface area, including two large polar ice packs, neither of which cap any continental mass. There are only three continents, in order of size: Lythia, Mernat, and Kamerand.

### Lythia

The continent of Lythia is, by far, the largest of the three. With a surface area of 54 million square kilometers (21 million square miles), and ranging from sixty degrees north to forty degrees south, Lythia has every type of Kethiran climate and vegetation. The variety of peoples, cultures, and languages is vast, outlined in the Lythia article.

### Mernat

A continent entirely located in the southern hemisphere roughly three thousand miles southeast of Lythia at the end of the extensive Molkurian archipelago. Mernat has an area of twenty million square kilometers (eight million square miles). Climate and vegetation are varied, but the continent is very dry, boasting the largest desert on Kethira and extensive grasslands. Mernat is not densely populated; the fertile coastlands are peopled with a variety of cultures, none of which are much more advanced than those of central Anzeloria on Lythia. Steppe nomads range throughout the grasslands and the deserts are effectively uninhabited. The existence of Mernat is unknown to western Lythians, but has been visited by Molnasian seafarers who call it Kitoh, the "mighty land of the east".

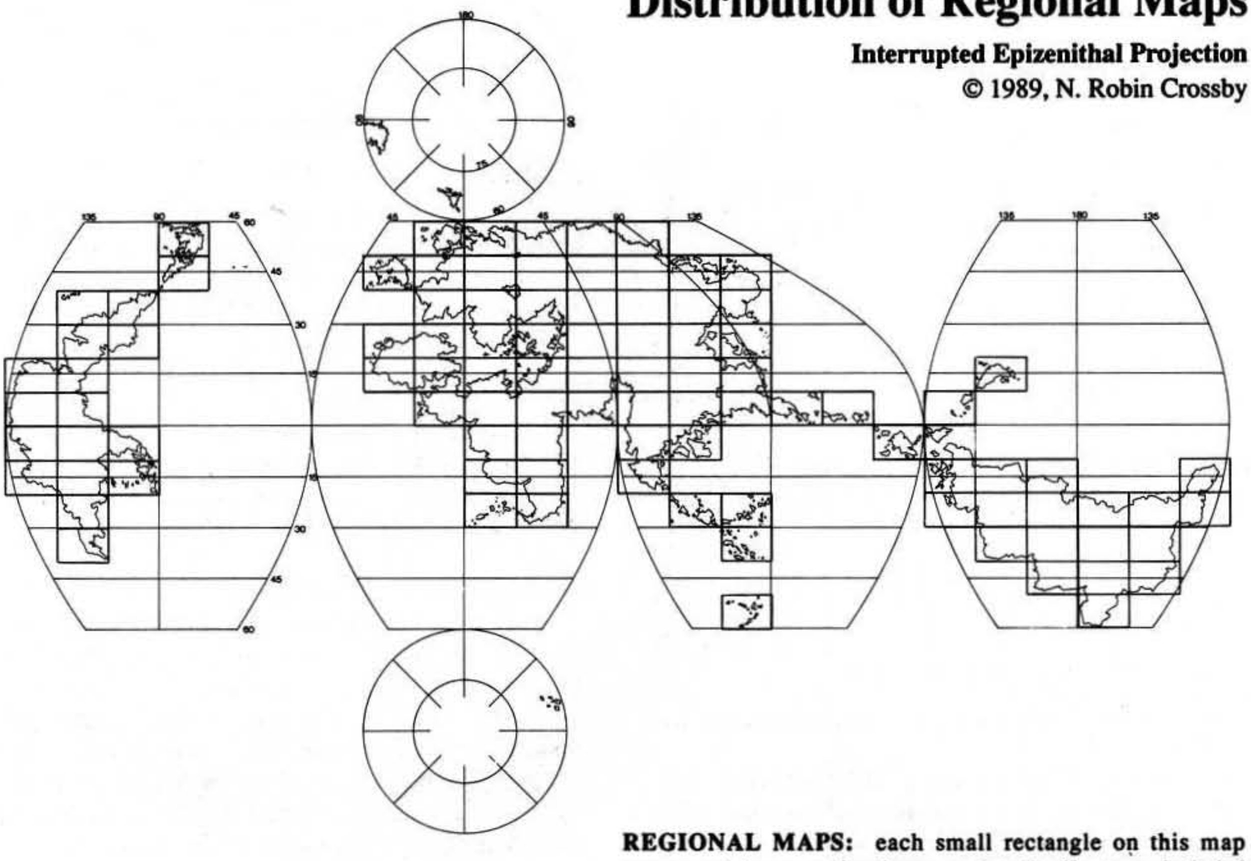
### Kamerand

Lying some six thousand miles west of Lythia, separated by the vast Haonic Ocean, Kamerand is roughly one third the size of Lythia, having an area of eighteen million square kilometers (seven million square miles). This continent has a narrow east/west axis, but its north/south axis exceeds that of Lythia. Hence, the range of climate and vegetation is equally diverse to that of Lythia. It is presumed that Kamerand has a wide range of peoples and cultures, but little is known about them. With the exception of a few Ivinian whalers, Lythians do not know that this land exists, and there has been no recorded visit by Kamerans to Lythia.

## Distribution of Regional Maps

**Interrupted Epizenithal Projection**

© 1989, N. Robin Crossby



**REGIONAL MAPS:** each small rectangle on this map corresponds to one regional map, such as the Harn map included in this module.

# KETHIRA 2

## THE KETHIRAN SKY

Few Lythians have any real knowledge of astronomy. Most of what there is rests with pilots, astrologers, and mages, those whose livelihood depends on their familiarity with the stars. But even casual skywatchers cannot fail to note that the night sky changes with the seasons in an endlessly recurring pattern. Only the planets seem to wander aimlessly about the heavens but even the mystery of their courses will yield to diligent study.

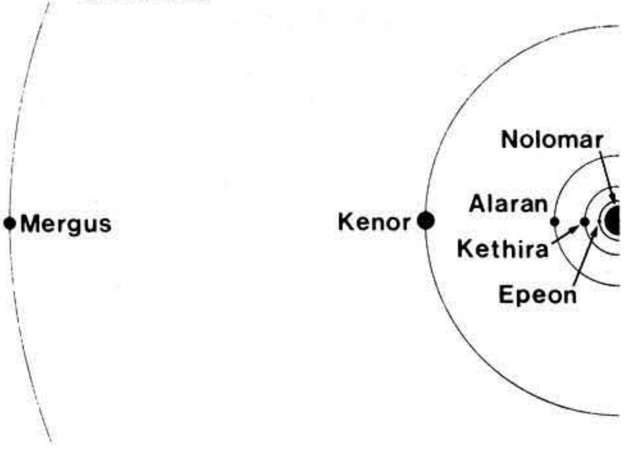
Most star gazers study the heavens intent on discovering patterns that can be related to the lives of men and kingdoms, knowledge whetted by a desire for the power gained through prediction of the future. However, a few arcane loreists practice true astronomy. They own a few telescopes of widely differing capabilities, each a jealously guarded secret.

### NOLOMAR (The Sun)

Nolomar is a G2 type star 1.612 times the mass of Sol and 426,000 times the mass of Kethira. Nolomar has a rotation rate of about 28 days at its poles and about 22 days at its equator. The Nolomar system contains five planets.

**The Nolomar System**

(Not To Scale)



| Body | Type | Period | Rotation | Axis | Mass |
|---|---|---|---|---|---|
| Epeon | T | 0.55 | 35 days | 12 | 0.54 |
| Kethira | T | 1 | 24 hrs | 21 | 1.00 |
| Alaran | T | 2 | 25 hrs | 16 | 0.94 |
| Kenor | J | 10 | 12 hrs | 33 | 26 |
| Mergus | J | 85 | 20 hrs | 32 | 90 |

PERIOD: Orbital period in Kethiran years.
MASS: Kethiran planetary masses.

### EPEON

Orbiting at a mean distance of 116,000,000 km, Epeon is the closest planet to Nolomar. It is a small solid planet with no appreciable atmosphere and can be seen from Kethira as a very bright morning/evening "star" for much of the year. Epeon has no moons.

### KETHIRA

Kethira is the second planet in the Nolomar system with a mean orbital distance of 174,000,000 km. Compared to Terra, its diameter is less (12,776 km to 11,500 km) but Kethira has a denser core giving it similar mass and gravity. The calender in common use throughout western Lythia (Tuzyn Reckoning) has a year based on 360 days. The actual orbital period of Kethira is 360.0011 days and this has introduced an error of 15.5 hours in the calender since it originated 720 years ago. The Mages of Melderyn have noted this difference but judge the error does not yet warrant any adjustment.

### YAEL (The Moon)

Kethira has one moon called Yael, orbiting at an average distance of 346,000 km. Yael has a diameter of 4140 Km, rotates once on its axis every 15 hours, and has a synodic period (time between full moons) of a few minutes under 30 days. Because the synodic period is almost exactly 1/12 of the Kethiran year, moon phases occur on the same day each month. Two to four eclipses of Nolomar occur each year. These eclipses are very regular, but all currently occur in the southern hemisphere.

### ALARAN

The third planet, orbiting at 275,000,000 km. Although it has a thinner atmosphere and is colder than Kethira, oxygen content (18%) and temperature range are high enough to support life. Alaran has three small moons: Avarkiel, Hyvrik and Angcaradina.

### KENOR

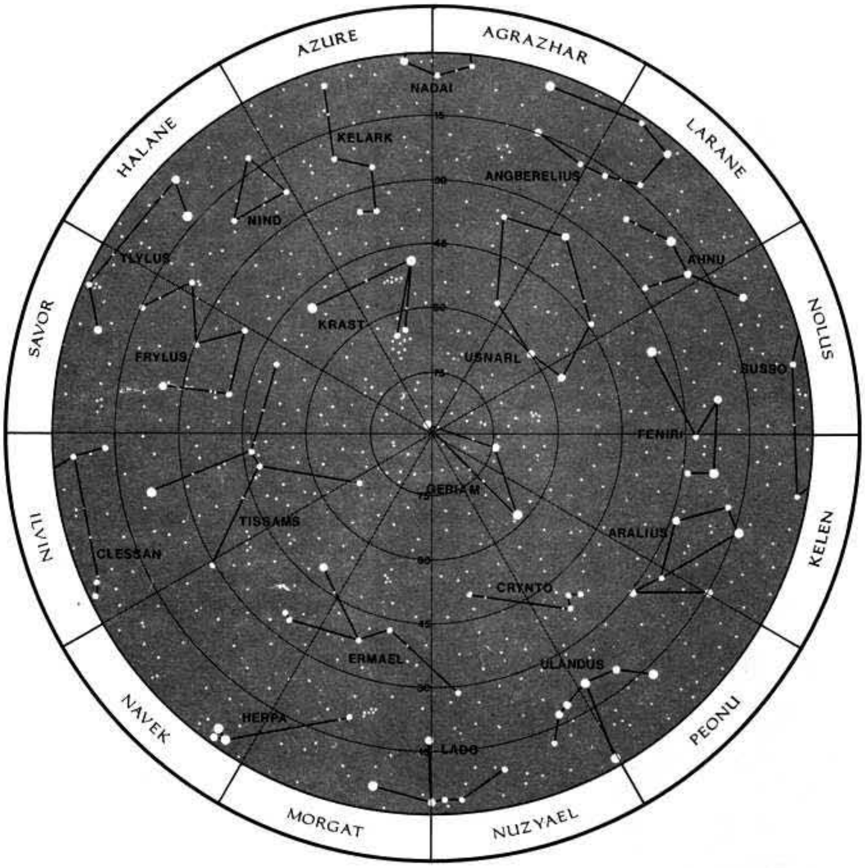
The largest planet of the Nolar system orbiting at 806,000,000 km. This gas giant is second only to Epeon in apparent brightness. Kenor's six moons are Hyvrus, T'nor, Kychus, Fressus, Brall, and Cullus. None are visible to the unaided eye.

### MERGUS

Mergus is the second largest planet and, at 3,360,000,000 km, the furthest from Nolomar. It is a gas giant, but has no moons. Mergus is barely visible from Kethira and is often called the Sable Eye.

### THE CONSTELLATIONS

The average Lythian can identify some major constellations and can use the pole stars to find his way. The north pole star, Zexus, is located in the constellation of Geriam; the mast of the constellation Lado (the galley) points to Zexus. In the southern hemisphere, the brightest star in the constellation of Uhla (the lantern), Tyn Nadix, serves as a pole star. The thirty five most visible constellations are named on the star charts. The rims of the charts are the equator; the concentric circles are at 15 degree intervals.


AZURE
AGRAZHAR
LARANE
NOLUS
KELEN
PEONU
NUZYAEL
MORGAT
NAVEK
ILVIN
SAVOR
HALANE
NADAI
KELARK
NIND
ANGBERELIUS
TLYLUS
AHNU
KRAST
FRYLUS
USNARL
SUSSO
FENIRI
GEBIAM
TISSAMS
ARALIUS
CLESSAN
CRYNTO
ERMAEL
ULANDUS
HERPA
LADO

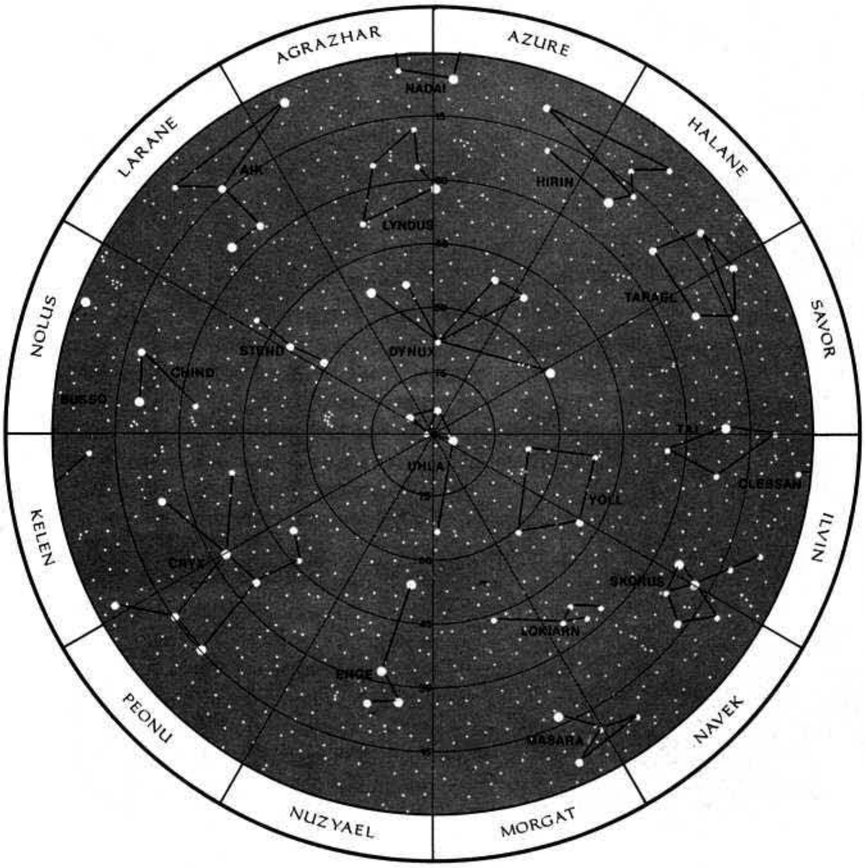
## THE NORTHERN SKY

### CONSTELLATIONS

| | |
|---|---|
| **Clessan** | the stag |
| **Crynto** | the beetle |
| **Ermael** | the unicorn |
| **Frylus** | the fox |
| **Geriam** | the bow |
| **Herpa** | the mace |
| **Kelar** | the plough |
| **Krast** | the flail |
| **Nind** | the ox |
| **Susso** | the boar |
| **Tissams** | the hunter |
| **Tlylus** | the claw |
| **Usnarl** | the bear |

### ZODIAC SIGNS

| | |
|---|---|
| **Ahnu** | the dragon |
| **Angberelius** | the swords |
| **Aralius** | the wands |
| **Feniri** | the smith |
| **Lado** | the galley |
| **Ulandus** | the bear |


AGRAZHAR
AZURE
HALANE
SAVOR
ILVIN
NAVEK
MORGAT
NUZYAEL
PEONU
KELEN
NOLUS
LARANE
NADAI
AIK
HIRIN
LYNDUS
TARAEL
STEND
DYNUX
CHIND
SUSSO
TAI
UHLA
YOLL
CLESSAN
CRYX
SKORUS
LOKIARN
ENGE
MASARA

## THE SOUTHERN SKY

### CONSTELLATIONS

| | |
|---|---|
| **Aik** | the swan |
| **Chind** | the dog |
| **Cryx** | the warhorse |
| **Dynux** | the falcon |
| **Enge** | the dancer |
| **Lokiarn** | the catapult |
| **Lyndus** | the fish |
| **Stend** | the shield |
| **Uhla** | the lantern |
| **Yoll** | the hide |

### ZODIAC SIGNS

| | |
|---|---|
| **Hirin** | the eagle |
| **Masara** | the chalice |
| **Nadai** | the salamander |
| **Skorus** | the mixer |
| **Tai** | the lantern bearer |
| **Tarael** | the penticle |

| | |
|---|---|
| ● | -1 to 0 |
| ● | 0 to 1 |
| • | 1 to 2 |
| · | 2 to 4 |

## Magnitude

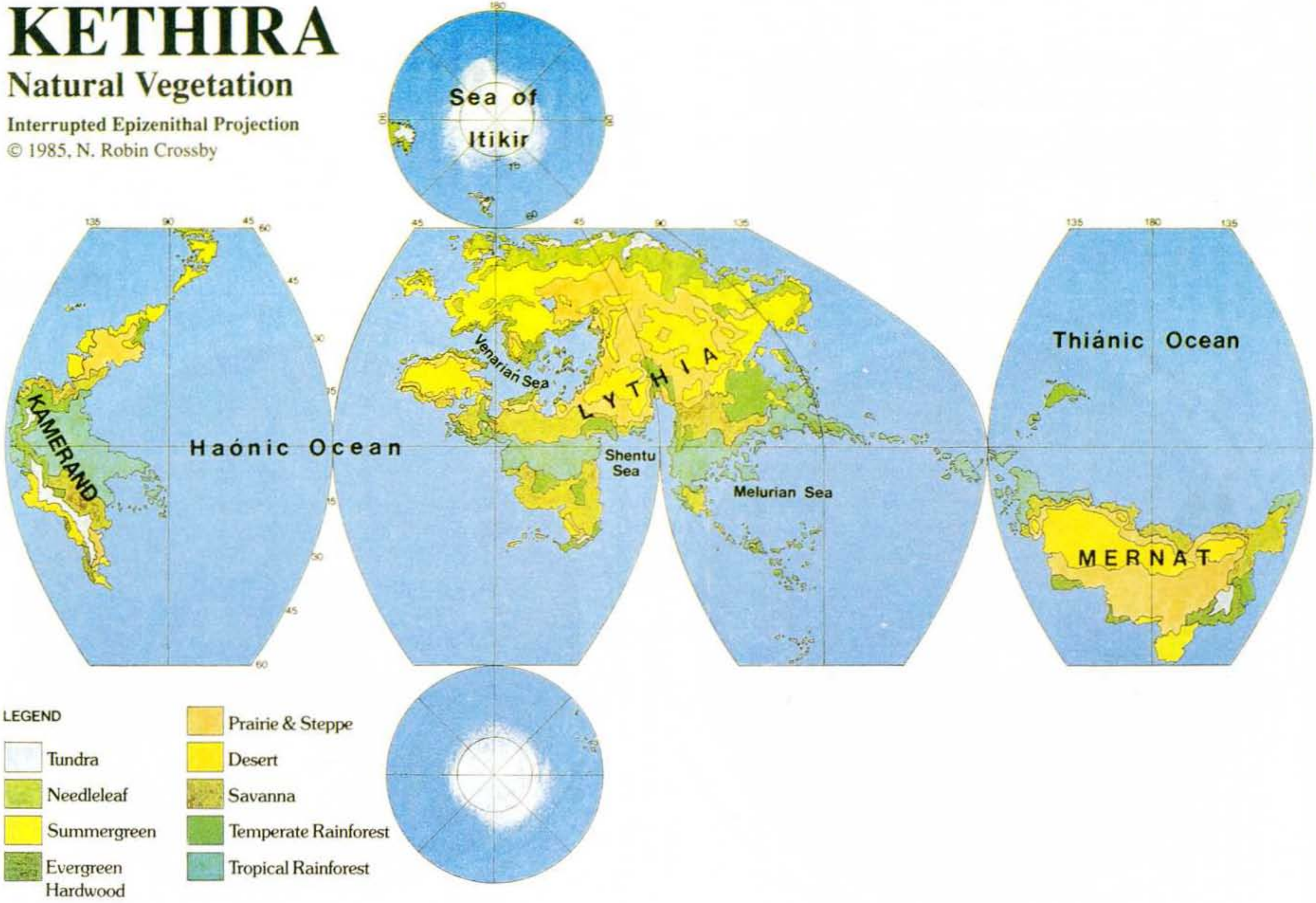
The stars charted may be seen with the unaided eye. The key indicates the magnitude (brightness) of the charted stars; the larger the symbol, the brighter the star.

# KETHIRA

## Natural Vegetation

Interrupted Epizenithal Projection

© 1985, N. Robin Crossby


Sea of Itikir
Haónic Ocean
KAMERAND
Venarian Sea
LYTHIA
Shentu Sea
Melurian Sea
Thiánic Ocean
MERNAT
135
90
45
60
45
30
15
180
LEGEND
Tundra
Needleleaf
Summergreen
Evergreen Hardwood
Prairie & Steppe
Desert
Savanna
Temperate Rainforest
Tropical Rainforest

## NATURAL VEGETATION

The following vegetation classes are shown on the Kethira (and Lythia) color map. Maps on this scale can only provide limited detail; some vegetation classes are so rare, or cover such small regions, they have been ignored. In several cases, two or more classes have been combined. It must be remembered that there are belts of grading between any two vegetation classes. Desert does not really turn abruptly into alpine tundra, as indicated in southern Kamerand.

### Tundra

This includes both arctic and alpine tundra. The former occurs only in high latitudes; the latter in high altitudes, but this is also dependent on latitude. A mountain in the middle latitudes is more likely to have alpine tundra than one of the same height on the equator. Alpine tundra is a good guide to the locations of high mountain ranges. Plants in the tundra tend to be short and stunted, flowering briefly in the early summer. Permafrost, leading to boggy conditions in the late spring, is prevalent. Tundra grades into cold woodland, where needleleaf trees occur as scattered individuals and small clumps.

### Needleleaf Forest

Primarily, evergreen forests of tall, straight, conical trees, with small needle-like leaves and seed cones. The dense canopy (at least 50%) results in sparse undergrowth. Needleleaf forest tends to occur at high elevations grading between deciduous forests and alpine tundra. It can also be found in extensive tracts at latitudes above forty five degrees in the northern hemisphere; it is relatively rare in the southern hemisphere.

### Summergreen Forest

Forest containing needleleaf deciduous and summergreen (broadleaf) deciduous trees. Needleleaf deciduous trees are similar to their evergreen cousins, but shed their needles in winter. Broadleaf trees tend to have short trunks, long branches and a generous canopy of large leaves which shed in winter. This class includes Mixed Woodland, a sparser version.

### Evergreen Hardwood Forest

This type of vegetation occurs in subtropical regions with dry summers, conditions common around the eastern shores of the Venarian Sea. The class includes a large proportion of woodland with twenty five to sixty percent canopy. Trees are short, often gnarled, low-branched and thick-barked, with small, evergreen, leathery leaves. There may also be large areas of low scrub (Chaparral, Maquis, etc.) which are also evergreen.

### Prairie

Prairies are found in continental, mid-latitude, sub-humid climates, where annual precipitation is approximately in balance with evaporation. There will be a continuous sward of tall, deep-rooted grasses, broken only by occasional trees and shrubs in depressions, river valleys, and other topographical anomalies. Steppe, also called short-grass prairie, is a sparser version of prairie, grading into prairie, semi-desert and woodland. It is widespread, associated with semi-arid regions, where evaporation tends to exceed annual precipitation.

### Desert

Deserts occur where there is little precipitation, and may be either hot or cold depending on latitude. The plants are widely dispersed and tend to be small, hard-leaved or spiny shrubs, succulent plants (cacti, etc.) and hard grasses. A proliferation of small annuals may flower after a (rare) heavy rain saturates the soil. There is a great variety of desert plants from one part of Kethira to another. Desert also includes regions of no vegetation, shifting sand dunes, and sterile salt flats. Desert tends to grade into semi-desert along its wetter margins and then (most often) into steppe. Semi-desert may also be found in tropical highland areas.

### Savanna

Savanna is basically tropical grassland with widely scattered trees. The tropical wet-dry climate is too arid to allow the development of more than a few trees of medium height, with flattened (umbrella shaped) crowns and thick, rough bark. Regions with porous soils and less than average precipitation may promote a sub-class called Thornwood (tall, dense woody shrubs with thorns) or Tropical Scrubland, essentially a stunted version of Thornwood. Where the precipitation is higher than average, Savanna often becomes Monsoon Forest, where the denser trees reach 100 feet in height and the undergrowth will contain shrubs, bamboo, etc. Monsoon forest is generally inland from tropical rainforest, notably in southeastern Lythia.

### Tropical Rainforest

Tropical Rainforest occurs in continuously warm, humid, frost free regions. It is located close to the equator on all three continents, but may extend to 20 degrees north/south latitude on windward coasts. Vegetation consists of tall, closely set, broadleaf, evergreen trees whose canopies form a continuous layer. Trees average 75 feet in height, but taller species up to 130 feet often thrust through the canopy at scattered intervals. Lianas (woody vines) commonly wrap themselves around tree trunks; these parasites often have their own parasites, such as orchids, ferns, mosses, and lichens. As many as 3000 species of tree may be found in one square mile. The dense canopy provides deep shade on the ground which stunts the development of undergrowth, making the mature forest floor easy to traverse. However, where the trees are removed, for one reason or another, the returning vegetation will initially be "jungle", an impenetrable layer of low shrubs, lianas, bamboo, scrub and thorny palms. In coastal regions, tree species are highly specialized, including mangroves, pines, and palms.

### Temperate Rainforest

Temperate Rainforest occurs where the temperature range is moderate, but there is abundant precipitation in every month. These conditions may occur at higher elevations in equatorial regions, or on eastern coastlines between 15 and 30 degrees latitude. Temperate rainforest has fewer species of tree than its tropical equivalent. Trees are shorter, leaves tend to be smaller and more leathery, and the canopy more open. Undergrowth will be more dense and include tree ferns, small palms, bamboos, shrubs and vines.

# KETHIRA

## Prevailing Winds

**Interrupted Epizenithal Projection**
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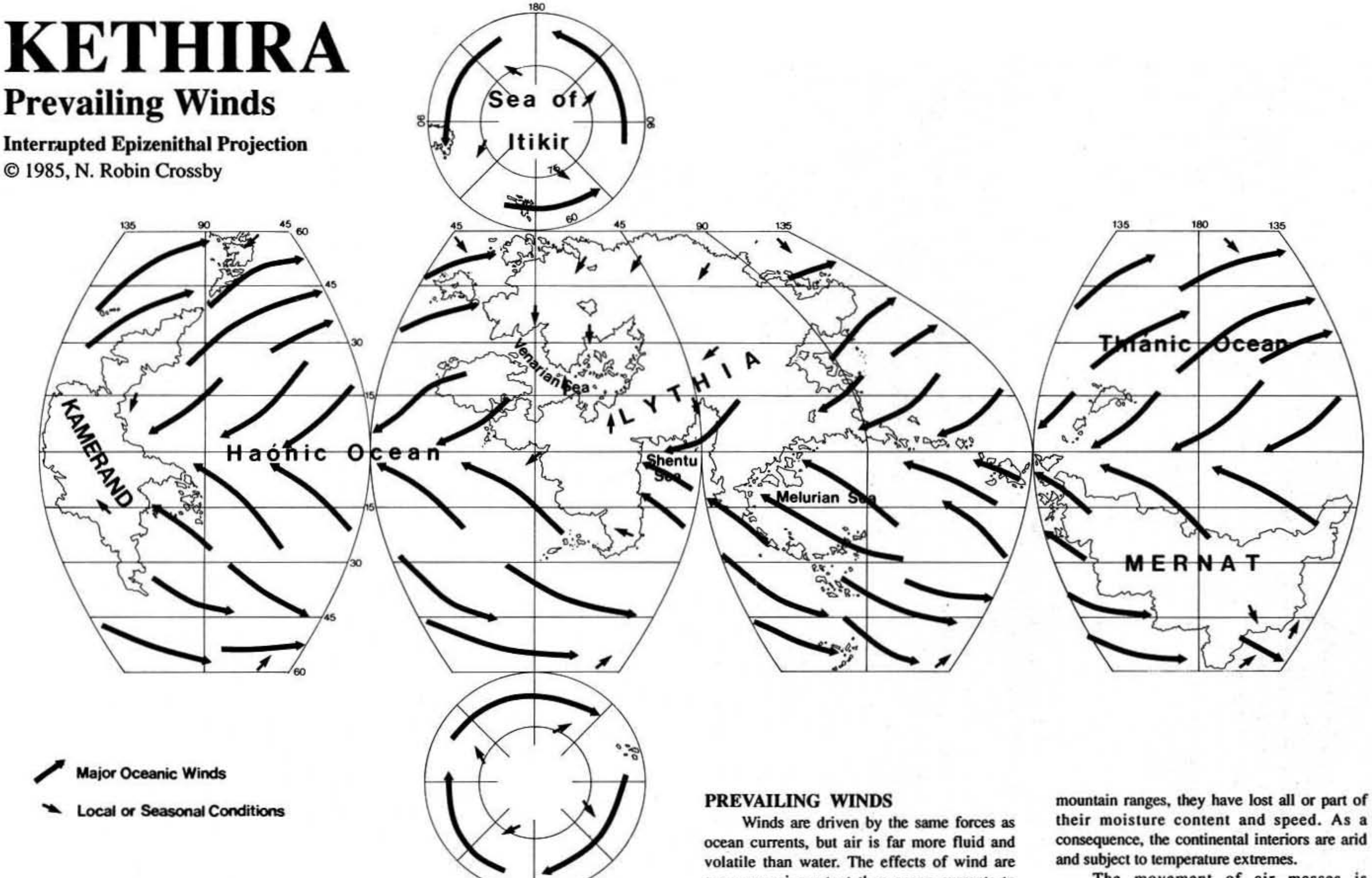
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Sea of Itikir
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90
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135
180
135
KAMERAND
Haóhic Ocean
Venarian Sea
LYTHIA
Shentu Sea
Melurian Sea
Thránic Ocean
MERNAT
Major Oceanic Winds
Local or Seasonal Conditions

### PREVAILING WINDS

Winds are driven by the same forces as ocean currents, but air is far more fluid and volatile than water. The effects of wind are even more important than ocean currents to mariners and to the climate. It is the wind which allows heat exchange between the surfaces of ocean and land. Prevailing winds carry moisture inland, feeding rivers and vegetation. However, by the time winds reach deep into continental interiors, or cross mountain ranges, they have lost all or part of their moisture content and speed. As a consequence, the continental interiors are arid and subject to temperature extremes.

The movement of air masses is extremely complex, especially where the topography interferes. Winds and currents work as a team, their effects are greatest where they are close together. Hence, prevailing winds are less meaningful inlandthan in coastal areas.

# KETHIRA

## Major Ocean Currents

**Interrupted Epizenithal Projection**

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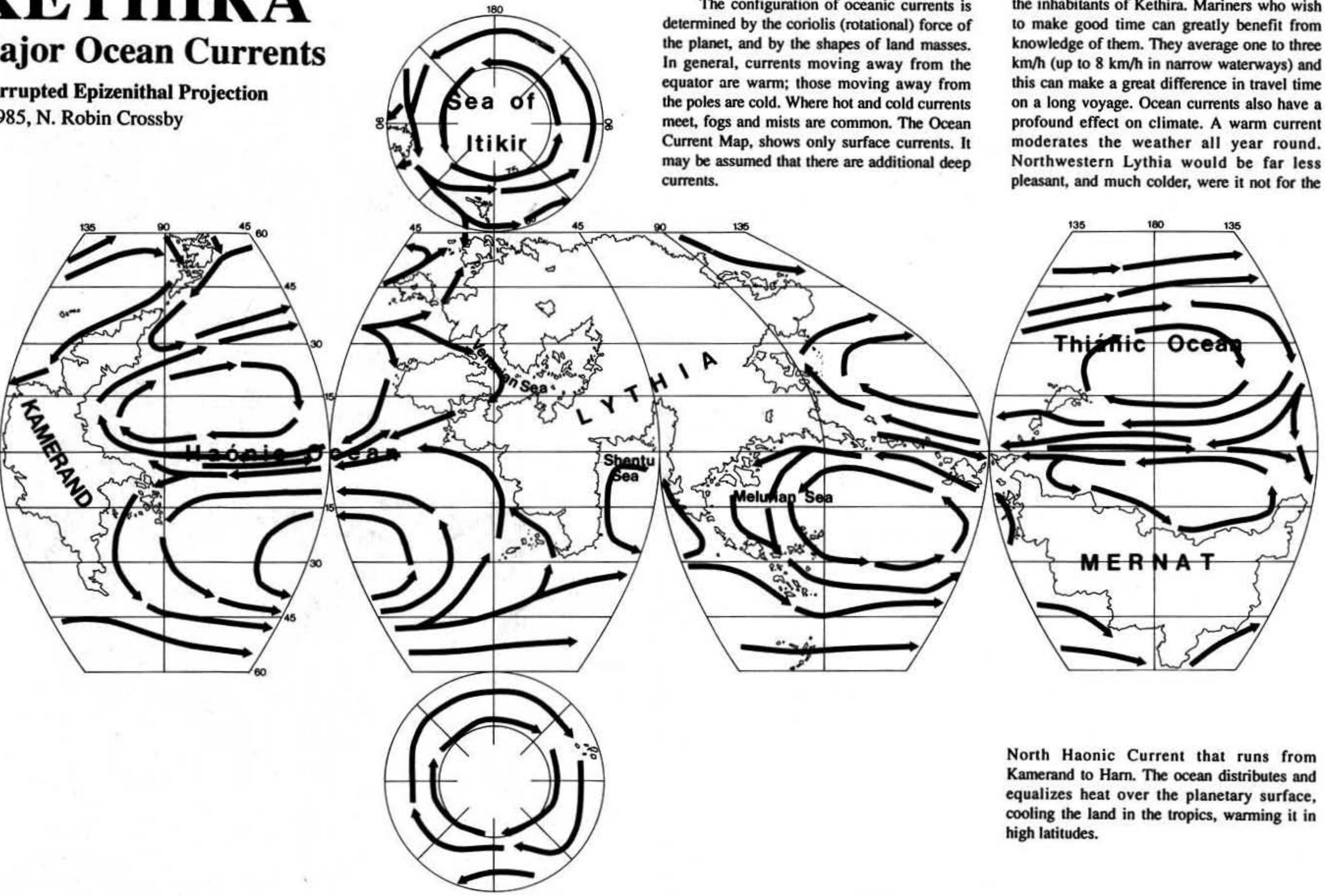
180
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Sea of Itikir
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90
135
135
180
135
KAMERAND
Haónic Ocean
Venarian Sea
LYTHIA
Shentu Sea
Meluhan Sea
Thiánic Ocean
MERNAT

### OCEAN CURRENTS

The configuration of oceanic currents is determined by the coriolis (rotational) force of the planet, and by the shapes of land masses. In general, currents moving away from the equator are warm; those moving away from the poles are cold. Where hot and cold currents meet, fogs and mists are common. The Ocean Current Map, shows only surface currents. It may be assumed that there are additional deep currents.

Ocean currents have two main effects on the inhabitants of Kethira. Mariners who wish to make good time can greatly benefit from knowledge of them. They average one to three km/h (up to 8 km/h in narrow waterways) and this can make a great difference in travel time on a long voyage. Ocean currents also have a profound effect on climate. A warm current moderates the weather all year round. Northwestern Lythia would be far less pleasant, and much colder, were it not for the North Haonic Current that runs from Kamerand to Harn. The ocean distributes and equalizes heat over the planetary surface, cooling the land in the tropics, warming it in high latitudes.

# KETHIRA

## Tectonics & Vulcanism

**Interrupted Epizenithal Projection**

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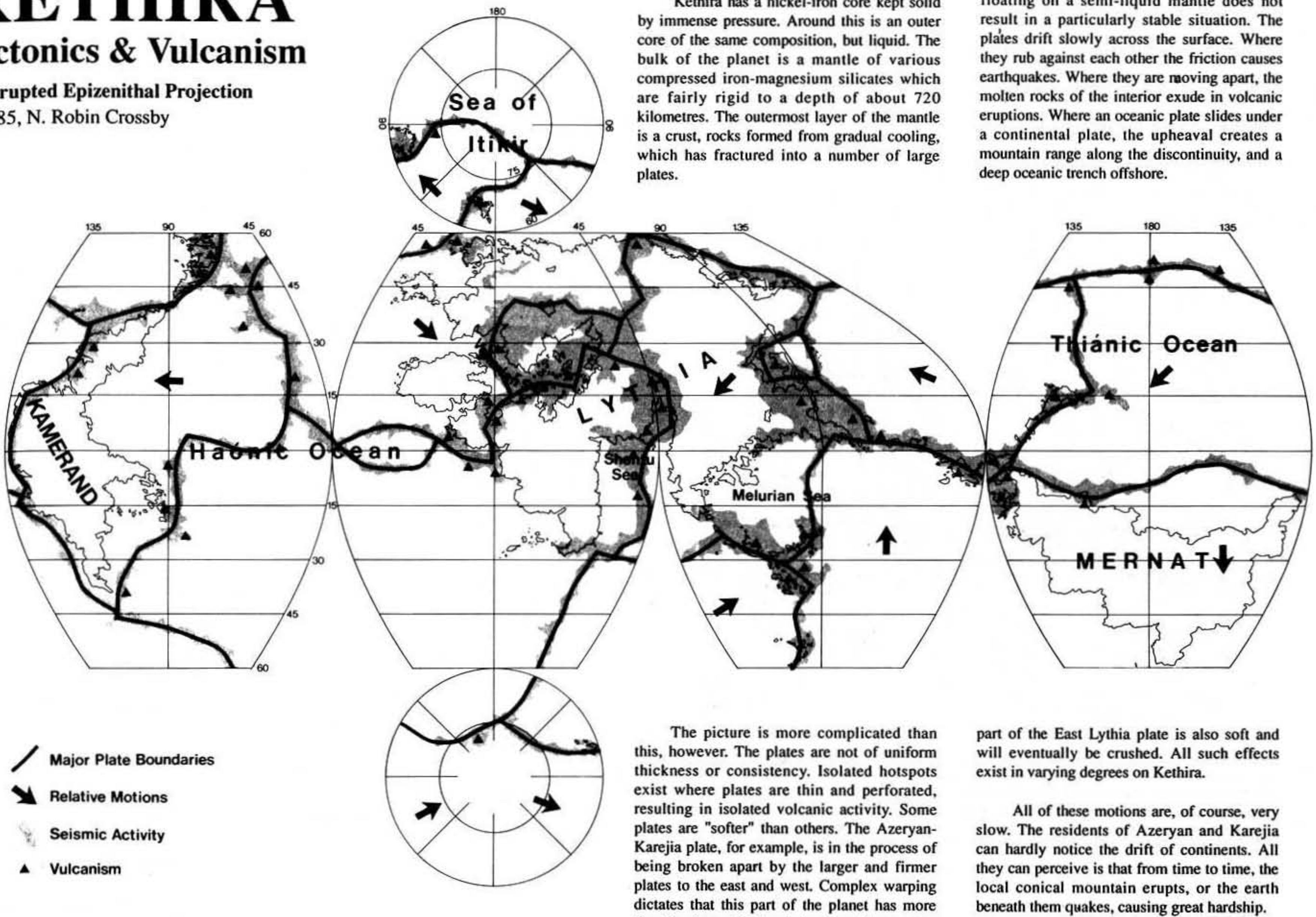


- ╱ **Major Plate Boundaries**
- ➘ **Relative Motions**
- ▒ **Seismic Activity**
- ▲ **Vulcanism**

### TECTONICS & VULCANISM

Kethira has a nickel-iron core kept solid by immense pressure. Around this is an outer core of the same composition, but liquid. The bulk of the planet is a mantle of various compressed iron-magnesium silicates which are fairly rigid to a depth of about 720 kilometres. The outermost layer of the mantle is a crust, rocks formed from gradual cooling, which has fractured into a number of large plates.

The fact that the surface plates are floating on a semi-liquid mantle does not result in a particularly stable situation. The plates drift slowly across the surface. Where they rub against each other the friction causes earthquakes. Where they are moving apart, the molten rocks of the interior exude in volcanic eruptions. Where an oceanic plate slides under a continental plate, the upheaval creates a mountain range along the discontinuity, and a deep oceanic trench offshore.

The picture is more complicated than this, however. The plates are not of uniform thickness or consistency. Isolated hotspots exist where plates are thin and perforated, resulting in isolated volcanic activity. Some plates are "softer" than others. The Azeryan-Karejia plate, for example, is in the process of being broken apart by the larger and firmer plates to the east and west. Complex warping dictates that this part of the planet has more than its share of natural disasters. The eastern part of the East Lythia plate is also soft and will eventually be crushed. All such effects exist in varying degrees on Kethira.

All of these motions are, of course, very slow. The residents of Azeryan and Karejia can hardly notice the drift of continents. All they can perceive is that from time to time, the local conical mountain erupts, or the earth beneath them quakes, causing great hardship.

# LYTHIA

The continent of Lythia is Kethira's largest, both in size and population. It measures roughly 13,500 Km (8500 miles) east/west; 10,000 Km (6,250 miles) north/south, and covers 54 million square kilometers (21 million square miles), the approximate size of Eurasia. Ranging far north and south of the equator, every type of Kethiran climate and vegetation may be found on Lythia, from snowy tundra and boreal forest to hot desert and tropical rainforest. The variety of peoples, languages, and cultures is vast.

## THE LYTHIA MAP

The color map of Lythia shows a large number of features. It is an extract of the same projection as the Kethira map. Each rectangle on the map corresponds to the area covered in one regional map. These are identified by letters (A-H) and numbers (1-10) to aid location of features noted in the Lythia Index.

### Vegetation

The colors used on the Lythia map show the distribution of natural vegetation. These are described in the Kethira article (Kethira 5). Along the northern coast, a broad belt of needleleaf forest and arctic tundra runs from Ivinia to Jankor. South of this is a belt of mixed forest from Hârn to Diramoa, interrupted in places by grassland. South of the mixed forest the picture is more complex. Around the Venarian Sea, the dominant vegetation is evergreen hardwood forest. In the continental interiors, far from moisture laden maritime winds, there are huge areas of steppe and prairie grassland. Along the equator, in Anzeloria and the southeast, continuous belts of tropical rainforest dominate, with various classes of savanna to the north and south.

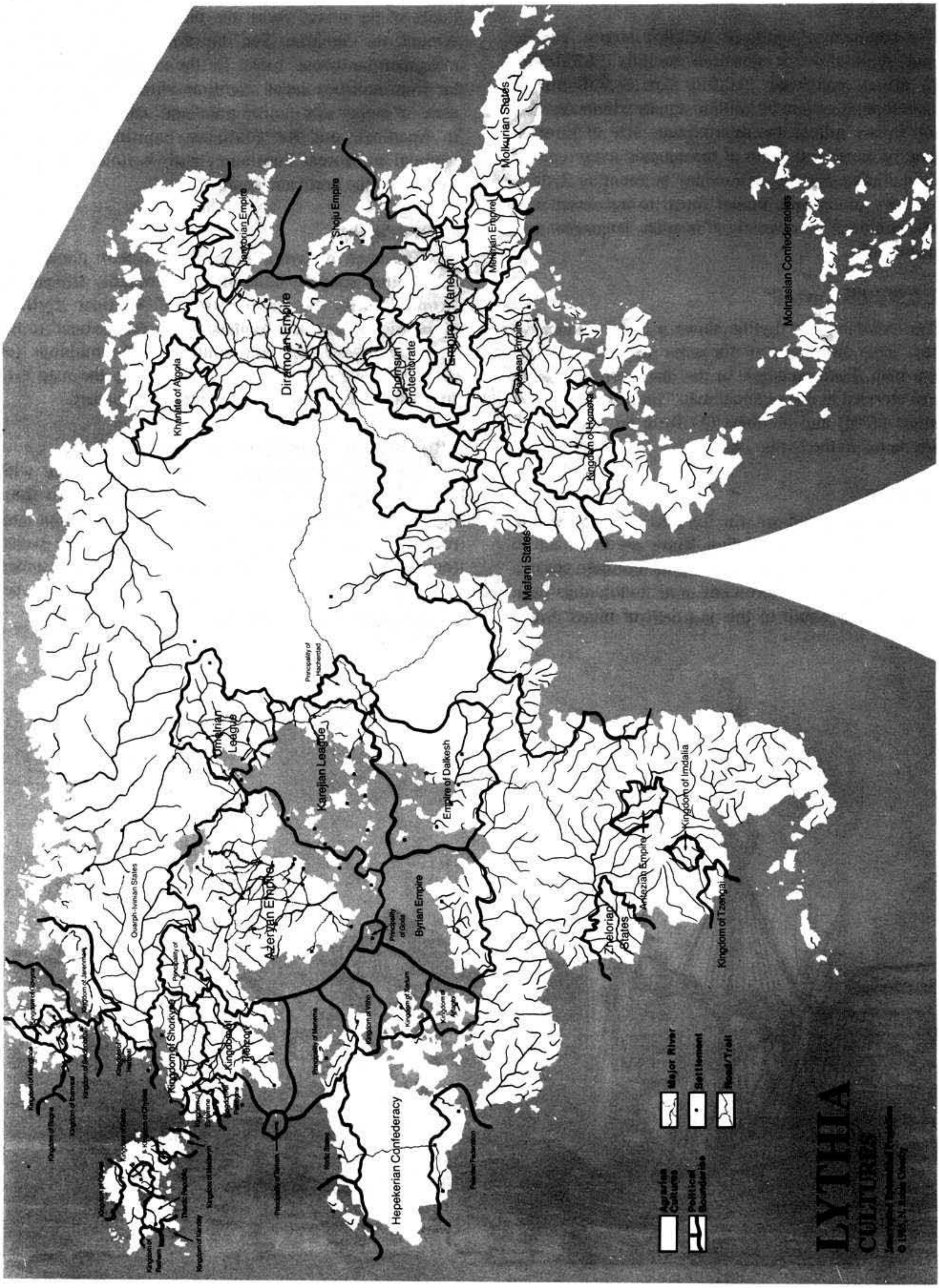
### Topography

The heart of Lythia is the huge Ketarh plateau, an arid region sparsely inhabited by nomadic tribesmen. From Ketarh, the peninsulas of Western Lythia, Anzeloria, Jankor, and Southeastern Lythia extend to the west, southwest, east and southeast. Mountainous (or extremely rough) terrain is indicated, and the map also shows the major rivers, none of which are named.

### Settlements, Roads and Trails

The settlements shown are either cities/towns with large populations, or settlements important in their regions for cultural or economic reasons. Only important roads and trails are shown. Very few of these are paved (no distinction is made on the map); it can be assumed most are unpaved. The Ketarh trails are extremely crude, but bear important caravan traffic.

# Cultural Map


Molkurian States
Molnasian Confederacies
Shoju Empire
Jenorian Empire
Molkian Empire
Empire of Kaneum
Dirimoan Empire
Chomsun Protectorate
Pasnean Empire
Kingdom of Homoto
Khanate of Arpola
Melani States
Principality of Hachentad
Umelian League
Kareljian League
Empire of Dalkesh
Kingdom of Imdalia
Azezian Empire
Kingdom of Tzengai
Zhelorian States
Byrian Empire
Principality of Golia
Azeryan Empire
Quarph-Ivinian States
Kingdom of Shorkyne
Kingdom of Trierzon
Kingdom of Jarenmak
Kingdom of Rops
Kingdom of Nandy
Thardic Republic
Principality of Tamon
Hepekerian Confederacy
Agrarian Cultures
Political Boundaries
Major River
Settlement
Road/Trail
LYTHIA
CULTURES

## THE CULTURAL MAP

The cultural map of Lythia shows the extent of agrarian, settled regions, and the approximate political boundaries of states. These boundaries are not shown on the color map because they are subject to change. Each of the noted political states is listed and briefly described in the Lythia Map Index.

### Cradles of Civilization

At least 7000 years ago, animal husbandry and agriculture developed in regions favored by local advantages of climate and terrain. Local crop or livestock surpluses encouraged trade between settlers and nomads. Eventually, the growth of food stocks allowed the development of urban centers; villages grew into towns, then into city states, kingdoms, and empires.

The civilizations of the east seem to predate those of the west. As early as 6700 BT, a highly advanced but mysterious culture developed in Molkura. Known as the *Ziggurat Culture*, they built magnificent structures throughout Molkura and other locales of southeastern Lythia, ruins of which can still be seen. Around 5300 BT, another civilization arose along the banks of the Narmar River which flows south into the Gulf of Mafan. It is possible the Khuzdul (dwarves) of nearby Merdain had some influence on the Narmar Culture. This culture grew into the Mafanese Empire which lasted until 1500 BT. The last major eastern cradle was the Ch'misa River Culture of northern and central Diramoa. Beginning around 3500 BT, this civilization, unlike the other two, has survived to the present, first as the Ch'misa Empire (2940-530 BT), and since then as the Empire of Diramoa.

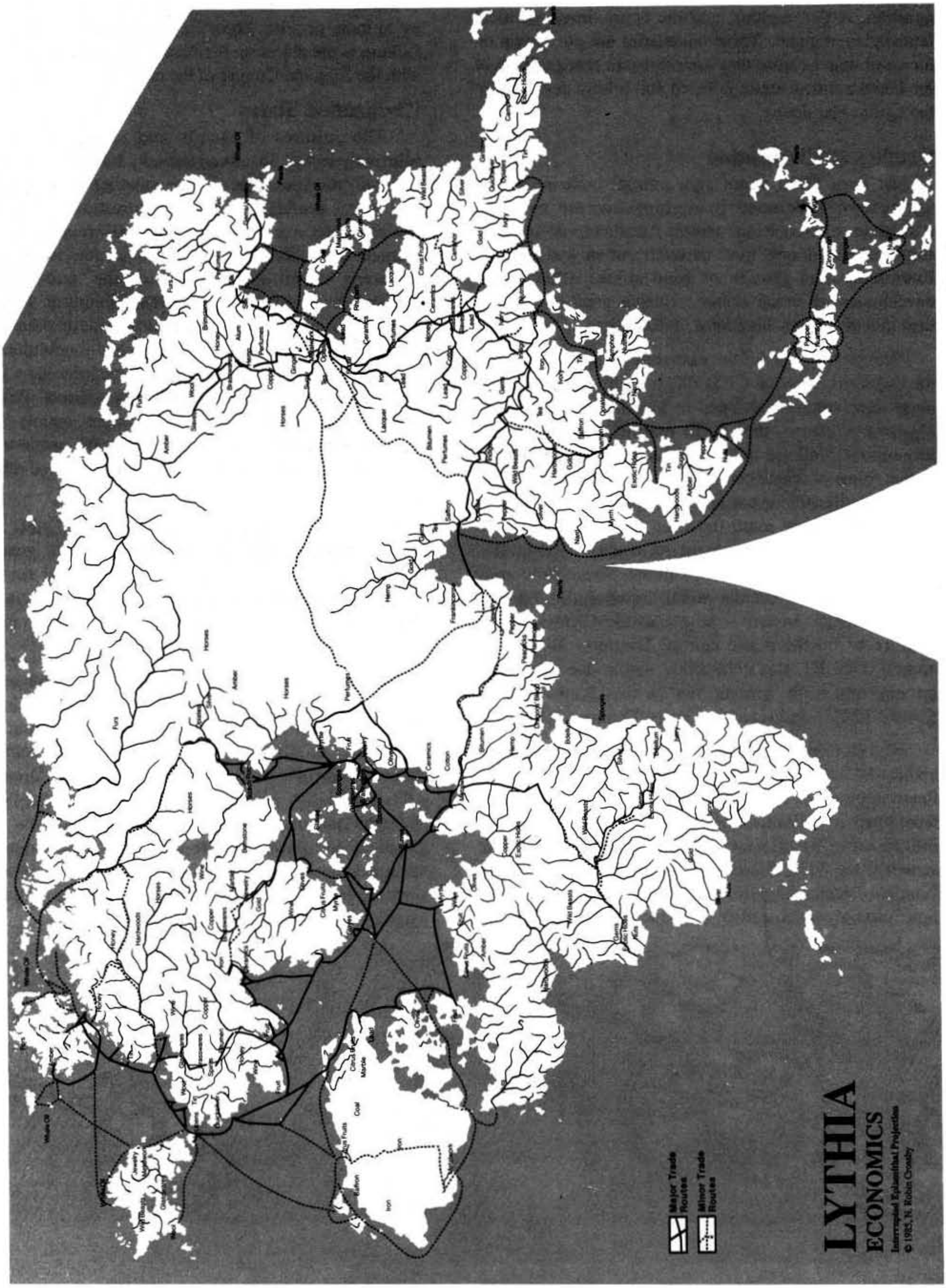
The civilizations of western Lythia have sprung from cradles in Dalkesh, Karejia, and Melderyn. The oldest of these appears to be the Targan River Culture which developed in Dalkesh around 3100 BT and was likely influenced by the Mafanese Empire. The Targan Culture spawned the Venic Island Culture which existed in the Karejian islands as early as 2800 BT. Around the same time, possibly much earlier, a unique civilization arose in western Lythia. This was a henge culture that first appeared on Melderyn, an island off the southeast coast of Hârn, which was spread throughout northwest Lythia by Jarinese peoples. Some scholars believe the Melderyn Culture is the eldest on the planet, and may be connected with the Ziggurat Culture of the east.

### Civilization Today

The cultures of eastern and western Lythia are relatively equal in advancement, but tend to reflect regional priorities. The west is superior in shipbuilding and metal crafts. The social institutions of western civilizations are more humane, although there are dramatic exceptions to this. The east is more sophisticated in areas of philosophy, medicine and hygene, mathematics, alchemy, and urban planning. Political institutions in the west tend to be inconsistent and factional, those of the east, uniform and monolithic. The budding civilizations of equatorial Anzeloria have yet to achieve any great technological achievements. Between east and west are the so-called barbarians, mainly Ketari nomadic tribesmen who have traditionally made up for what they lack in civilization with their vigor and military prowess.

The dominant political state in western Lythia is the Azeryan Empire. This state, governed from the great city of Meokolis, was once far larger. Many former Azaryani provinces including Trierzon, Hepekaria, Byria, and Karejia, are now independent states, but the fortunes of the empire are again ascendant.

In the east, the most powerful state is Diramoa, an empire governed by the Mei-Nan dynasty. Central Diramoa is the most populous region on Lythia. The capital city of Ain Dao exceeds one million inhabitants. Contact with the west is minimal, although Diramoan silks and jades are eagerly sought commodities in Azeryan and other states. Although perhaps the most populous and powerful state in the world, Diramoa is a mere shadow of the once mighty Ch'misa Empire whose territory included the now independent states of Jankor, Argola, Chomsum, Lashoi, and Kaneum.


Major Trade Routes
Minor Trade Routes
LYTHIA
ECONOMICS
Interrupted Epilanithal Projection
© 1985, N. Robin Crossby

## ECONOMIC MAP

The economic map shows only the major resources and products of a region available for trade. Items noted are either unique to the region, or are of such high quality as to be in demand elsewhere. The map also shows the important trade routes.

Most Lythians are employed in producing enough food to live, and the majority of regions are self sufficient in this and other basic needs. It may be assumed that the primary economic activity of the settled civilized areas shown on the cultural map is agriculture. Crops vary according to climate and regional preference. In the west, cereal grains dominate, mainly wheat, rye, oats, and barley. Rice is the staple crop of the east. In dry regions bovine husbandry is the major food source. Hunting, gathering, and fishing sustain most folk in tropical Anzeloria and southeast Lythia.

### Fishing, Sealing, and Whaling

Those who live on the coast usually harvest the sea. The inshore waters of Lythia contain numerous species of marine life. Cod, herring, halibut, salmon, snapper, various mollusks and crustaceans, kelp, and a few marine mammals are taken. The lakes and rivers also provide freshwater fish.

Sealing and whaling provides income to many northerners. In the months of Morgat and Nuzyael, various species of seal whelp on the ice that clogs some fjords, bays, and inlets of Ivinia, Altland, Mengola, and other northland regions. Whaling is also largely confined to northern waters. Some Ivinian whalers claim to have ventured as far as Kamerand in search of a pod. Whales are hunted mainly for the valuable fine oil refined from their blubber. The most commonly hunted whales are the Right Whale, the Itikirian Bowhead, and the Humpback.

## TRADE

The peoples of Lythia have traded for countless millenia. Early nomadic tribes evolved complex economic relationships, bartering such items as gold, copper, tin, iron, weapons, hides, horses, and slaves. But widespread trade did not develop until agrarian civilizations arose, creating the basic cultural division of cultivator and herdsman.

With few exceptions, roads and trails are poor to terrible. Wheeled transport is therefore slow, prone to breakdown and delay, and rough roads may cause damage to valuable cargoes. Most large cargoes are carried by ship when possible. This is particularly true in the Venarian and Shentu seas.

There is no direct sealane between eastern and western Lythia. Some pilots have sought such a route around the subcontinent of Anzeloria, a few have braved the icy hazards of the Sea of Itikir, the north polar ocean, in search of a northern passage. A few have tried to circumnavigate the globe, but all seem to have persished.

Nearly all overland trade is conducted by mercantyler caravans. Caravans are vulnerable to hostile natives, but established routes are often patrolled. Military stations or settlements are built at strategic points to provide guides, pack animals, and repairs to wagons. Taxes and tolls are usually levied, providing lucrative revenue for the local authorities.

### TRADE GOODS

People tend to make their homes where the basic necessities of food, clothing, and shelter, are locally available. Long range trade in such products is rare. If a product is to be profitably transported a significant distance, it must either be rare or of exceptional quality. Only luxury goods offer sufficient profit to compensate for the risks involved in foreign trade.

Western Lythia eagerly seeks such eastern luxury goods as silk, spices, laquers, etc. There are two main routes for such wares. The Ketarh route runs overland from Diramoa to Hacherdad and thence to ports on the Venarian Sea. A more southerly route runs overland to the Gulf of Mafan, by ship to Chogoro, then by land and river to ports in Dalkesh and Karejia. From Venarian ports goods are shipped throughout the west, by sea, river, and land routes. Some important trade goods are:

**Dyes:** The natural color of most cloth ranges from dirty grey to muddy brown. The very wealthy can afford better. The four most valued dyes are Tazach Purple, Dragons' Blood (red), Indigo, and Saffron. With the exception of Tazach Purple, a famous dye extracted from a rare species of shellfish in the Gulf of Gothmir, these valuable dyes are imported from eastern Lythia.

**Oils & Spices:** Various oils extracted from plants and animals are valued commodities. These include cinnamon oil, myrtle oil, rose oil, and whale oil. Dozens of different spices are traded, mostly obtained from tropical and temperate regions. They are used in perfumes, in medicines, and as condiments. The most valuable spices are bdellum, cinnamon, frankincense, ginger, myrrh, nutmeg, pepper, and nard. Lashu powder from Diramoa is particularly prized in the west.

**Textiles:** Few textile products are of sufficent quality for export, but there are some regions whose yarn or woven goods are in reasonably high demand. Dalkesh cotton and Emelrene linen are two of these. However, the most valuable textile is silk. Garments made of silk are prized for their comfort. Silk originates in a few districts of northeastern Lythia. The method of its manufacture is kept secret. Makjin silk, from northern Diramoa, is the most expensive because of its unique strength, elasticity, fineness, and high susceptibility to dyes.

## LYTHIA INDEX

The following anotated index includes references on all names which appear on the Lythia Color Map. They can be located by their grid locations (regional maps) in square brackets [A2].

**ABDEGA [G3]**

The principal settlement, and seat of the Khan of Argola. As is the case with many settlements in Argola, Abdega has no town walls, although there are three strongholds located at key points.

**AILET [C4]**

A town in south central Azeryan.

**AIN CHEMU [G4]**

A port in Diramoa. Sometimes called "The Sewer of Diramoa", Ain Chemu has a well deserved reputation for lawlessness and violence, particularly in its waterfront districts. It is sometimes said that Ain Chemu "devours the naive".

**AIN DAO [G4]**

The imperial capital of the Empire of Diramoa, the seat of the emperor and an important trade and cultural centre. Ain Dao is designed in the shape of a massive rectangle, with eleven wide north-south avenues leading from the imperial palace to the south gate of the city. Ain Dao is the most populous city on Kethira, with well in excess of a million and a quarter inhabitants.

**AIN DRUSH [G5]**

The largest settlement and trade centre of the Chomsun Protectorate.

**AIN KYAMU [F5]**

The principal settlement, and capital of the semi-autonomous Diramoan province of Kyamu. Due to the activities of local tribesmen (who do not consider themselves imperial subjects) Ain Kyamu is in a constant state of virtual siege.

**AIN RHIT [G4]**

A city in western Diramoa on the edge of the Ketarh plateau. Ain Rhit is an eastern terminus of the Ketarh trail and, consequently, an important trade centre. Goods from all over Lythia can be found in its markets.

**AJYGAL [D4]**

A city state on the eastern shore of the Venarain Sea, and a member of the Karejian League.

**ALTLAND [C1]**

The region of northwestern Lythia north of Quarphor and east of Ivinia. Altland is a land with abundant forests, lakes and mountains, tracts of tundra, and extensive swamps. The Alts are related to the Yarili of Ivinia and the Jarin of Hârn. Most are nomadic or semi-nomadic hunters, well-suited to their snowy wilderness. The region has long been subject to Ivinian colonization and several important trade routes follow Altland's great rivers. There are few major settlements. Amlacht, now a half-Ivinian town, is by far the greatest.

**AMLACHT [C1]**

A trading settlement in central Altland controlling important river traffic between Ivinia and the Lythian heartland. The town was founded by the Alts sometime in the fifth century TR, but it was not until an influx of Ivinian settlers in the seventh century that Amlacht achieved its present prominence, first as an important wintering encampment for raiders and long range traders, and finally as a permanent Ivinian colony. The district's population is still at least half Altish, although many clans are of mixed blood. The language is a pidgin of Altish and Ivinian.

**AMURGHI [H4]**

The principal port of Shoju, a feudal island empire off the coast of Diramoa in eastern Lythia.

**ANZELORIA [C7+]**

A common name for the central, rainforest belt of southern Lythia. The region is not heavily settled. Anzeloria's civilized states tend to be unaggressive and have little impact on the rest of the continent. Anzeloria is an enigma to the rest of Lythia; rumors persist of lost cities, fabulously wealthy mines, and outlandish animals and humans.

**ARESHOMES [B3]**

An important religious centre in western Trierzon. The district is the site of several Laranian and Save K'norian monastaries which are renowned for their theological and scholarly libraries.

**ARGOLA [F2+]**

A Khanate in northeastern Lythia. Formerly part of the Ch'misa Empire, Argola has experienced a long-term rivalry with Diramoa, its more powerful neighbour to the south, but has maintained its independence by virtue of its fierce warriors. The khanate contains a large number of loyal tribes who are jealous of their ancient, nomadic ways.

**ARKETH [D4]**

A Karejian island in the northeastern Venarian Sea; also the name of the town located there. Arketh is a state within the Karejian League.

**ARLANTO [B5]**

A city founded by the Azeryan Empire to consolidate its conquest of the local Heiri states. Arlanto was perceived as a way to open up the Thonian interior and The Elanas to imperial traders, but the city fell short of expectations and has had a disappointing career. Since the provincial governor declared independence, trade with the interior has barely improved. Arlanto has been known to harbor pirates who prey on the shipping of the eastern Venarian Sea.

**AZADMERE [A2]**

The last surviving Khuzan (dwarven) kingdom and settlement on Hârn. Azadmere was founded almost eight thousand years ago, in 6984 BT. Her sister city, Kiraz, was founded a few years earlier, but it was destroyed in 120 TR by the Gargun armies of Lothrim the Foulspawner. The Kingdom of Azadmere contains a large number of humans, but is generally wary of outsiders.

**AZERYAN [C3+]**

A peninsula on the Venarian Sea, and the site of western Lythia's greatest Empire. Azeryan began as the city state of Meokolis. Military prowess and clever politics gave the Meokoleans hegemony in the peninsula within a few decades, and the Empire was proclaimed. Over the next centuries, she overcame the tribes and states of Trierzon and Gothmir, and colonized throughout the Venarian Sea. Imperial subjects enjoyed peace, efficient communications and good government. Commerce and the arts flourished.

At the end of the fifth century, the Azeryan Empire was at its peak, with almost complete control of all lands bordering the Venarian Sea, but she had made some powerful enemies. As the empire had expanded to the southeast, it had encountered a powerful opponent in the Empire of Dalkesh. Azeryan was considerably stronger, but could not overcome her highly organized rival. By means of a strong navy and well-organized subterfuge in the Karejian provinces, Dalkesh was able to withstand repeated Azeryani assaults. Dalkesh became the graveyard of Azeryani military reputations, and the war was a severe ongoing drain on the imperial coffers.

There was also unrest on other borders, especially in the Hepekerian provinces where the illusion of imperial supremacy had faded. And the speed of conquest had, perhaps, given the imperium insufficient time to consolidate her conquests. Various factions sponsored unrest throughout the empire; at first it was sporadic and badly organized, but rebels eventually came to jeopardize several provincial governments, and were able to sieze power in a few cases.

The sixth and seventh centuries have seen a gradual decline in the fortunes of the empire. Provinces were lost almost as quickly as they were gained. Dalanya, Trierzon and, most recently, Gothmir, fell to the more virile barbarian armies of the Azeryani frontier. The Karejian islands, Byria, and the few remaining Hepekerian states, took advantage of imperial weakness to sieze independence.

The provinces left were firmer in their loyalty, more afraid of the barbarians than their Azeryani overlords. Once the empire contracted, it was able to hold its own. A revival of imperial fortunes is underway, a trend that has former imperial provinces concerned for their future.

**BARATH [D3]**

A trading state separated from the Plain of Gothmir by the Rakan Mountains. Barath, originally an Azeryani settlement, survived the Reksyni onslaught by paying tribute to the barbarians. It is now a member of the Umelrian League.

**BEKUA [H3]**

A town in northern Jankor. It is a trade centre with the tribal Argolans to the north.

**BEREMA [B3]**

The principal settlement of the kingdom of Emelrene. The river on which it stands marks the furthest westward expansion of the Azeryan Empire, although why the Azeryani stopped short of the city (which is old and wealthy) remains a mystery. Berema has several houses of arcane lore, and there are ambiguous ties with Cherafir. The pontifical seat of the church of Save-K'nor is located in Berema.

**BERONE [B3]**

Capital of the Azeryan province of Beronium, the western march of the Empire. The province is claimed by the King of Trierzon, and Berone has been unsuccessfully besieged several times by Trierzi armies.

**BESHAKAN [D5+]**

An arid region of south central Lythia, and the range of the Beshani nomads.

**BOTHISA [B5]**

A city state at the western end of The Elanas. Bothisa does a moderate trade with Anzeloria and around Hepekeria.

**BUSRA [G6]**

A port city in Pechosu.

**BYRIA [C5]**

An agrarian empire on the south of the Venarian Sea. Byria is a uniquely matriarchal state. Only the women have any political power; males are given no voice in important matters and are not permitted to bear arms. In extreme cases, men are kept only as illiterate, uneducated slaves, used for labouring in the fields, and for other purposes at need. The land is held by several hundred powerful clans whose women are trained to arms from birth. This female warrior class is renowned for its martial prowess. The Empire is jealous of its borders and maintains a strong navy; foreigners are rarely welcomed and most trade is done by locals and a few specially licensed Karejians.

The region around Inri was conquered by Azeryan during the fifth century. Inri was founded in 435. The story of Byria's founding is rather fanciful. It is recorded that a woman of the Imperial Azeryani harem complained frequently to the emperor that if women were in power, the problems of the empire would be vastly less. The emperor, tiring of her attitude, decided to teach a lesson and dispose of the troublemakers of his court at the same time. This he did by making her governor of the province of Byria. Somewhat to his surprise, she took a number of the women of his court and made a success of provincial government. Byria achieved defacto independence within a decade, but did not officially declare independence until 462. Byria is now governed by an appointed Empress and by a council of major landholders.

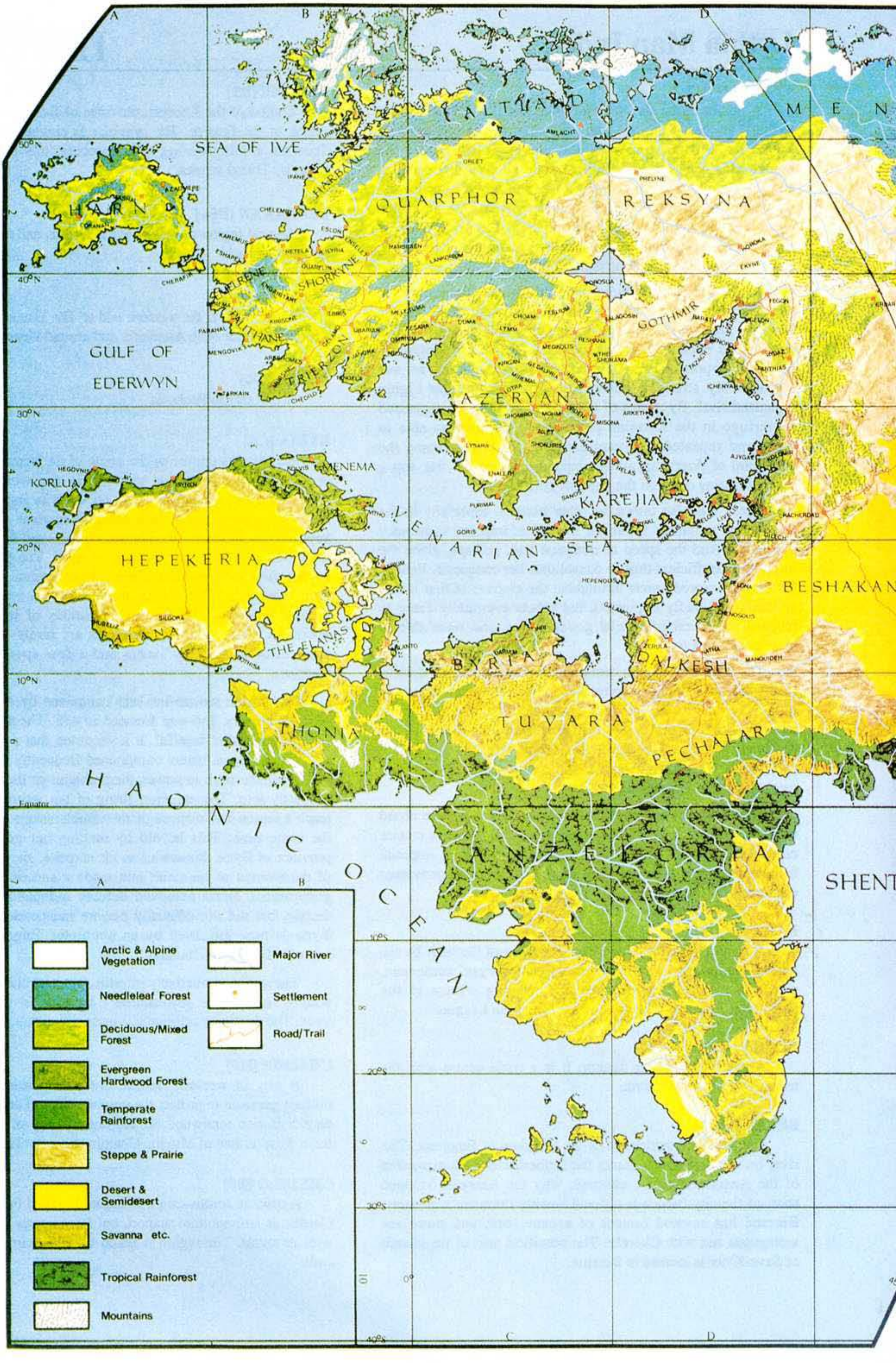
The region is relatively infertile, but its fruits and wines are widely valued. The government's isolationist policy inhibits trade. The dominant religion is a matriarchal cult of Larani.

**CHAIBIN [H3]**

A city in western Jankor, and the location of a major military garrison to protect the empire against Diramoa. Chaibin district is also renowned for the high quality of silk produced there. Next to that of Makjin, Chaibin silk is probably the finest.

**CHEDILO [B3]**

A town in southwestern Trierzon, founded by the Azeryani. Chedilo is an important seaport, but fares poorly in competition with its rivals. The region is noted for its exports of wine and fruit.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GOTHMIR
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KORLUA
MENEMA
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FALANA
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TUVARA
PECHALAR
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LYSARA
HELAS
ANYGAR
RACHERDAD
GORIS
PURIMAL
HEPENOUS
GALAMON
ZERULA
MANQUIDEH
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SILGORA
HUBELIZ
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Needleleaf Forest
Deciduous/Mixed Forest
Evergreen Hardwood Forest
Temperate Rainforest
Steppe & Prairie
Desert & Semidesert
Savanna etc.
Tropical Rainforest
Mountains
Major River
Settlement
Road/Trail

# LYTHIA

Interrupted Epizenithal Projection.

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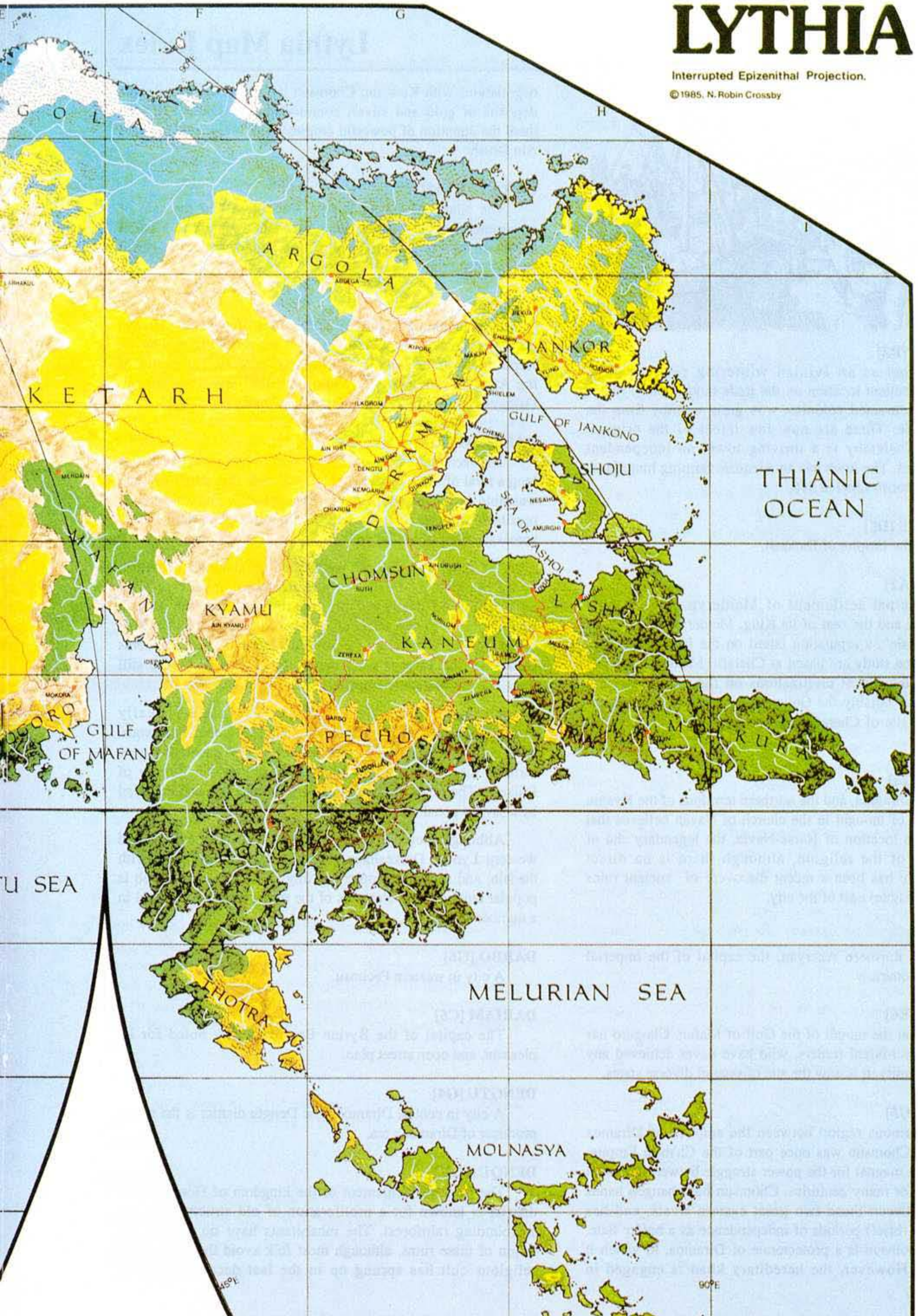
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**CHELEMBY [B2]**

Established as an Ivinian wintering camp in 461, Chelemby's excellent location on the trade (and raiding) routes south quickly attracted colonists who grew wealthy from the Shorkyne trade. There are now few traces of the original inhabitants. Chelemby is a thriving town, an independent Ivinian kingdom. The town has an adequate farming hinterland. Its walls were constructed in 580.

**CHENOSOLIS [D5]**

A city of the Empire of Dalkesh.

**CHERAFIR [A2]**

The principal settlement of Melderyn, Hârn's most populous state, and the seat of its King. Melderyn is known as the "Wizards Isle", a reputation based on the fact that several houses of arcane study are based at Cherafir. Melderyn appears to be one of the oldest civilizations on the planet. Several prehistoric sites, notably the Gelimo henge, existed as early as 2700 BT. The site of Cherafir has been occupied since at least 1100 BT.

**CHIKRUM [G4]**

A city in Diramoa, and the northern terminus of the Kyamu trail. A school of thought in the church of Naveh believes that Chikrum is the location of Harsa-Navla, the legendary site of the founding of the religion, although there is no direct evidence. There has been a recent discovery of ancient ruins about twenty leagues east of the city.

**CHOAM [C3]**

A city in northern Azeryan, the capital of the imperial province of Thonaru.

**CHOGORO [E6]**

A region at the mouth of the Gulf of Mafan. Chogoro has been settled by Mafani traders, who have never achieved any real degree of unity. It is now the site of several diverse states.

**CHOMSUN [G5]**

A mountainous region between the empires of Diramoa and Kaneum. Chomsun was once part of the Ch'misa Empire, and has been a magnet for the power struggle between Kaneum and Diramoa for many centuries. Chomsun has changed hands frequently between these two great eastern rivals, and has enjoyed a few (brief) periods of independence as a buffer state. As of 720, Chomsun is a protectorate of Diramoa, to which it pays tribute. However, the hereditary khan is engaged in negotiations with Kaneum. Chomsun is famous for its valuable deposits of gold and silver, commodities guaranteed to earn them the attention of powerful empires. The major settlement is Ain Drush.

**CORANAN [A2]**

The island of Hârn's largest settlement and the seat of government of the Thardic Republic. This republic is a pallid successor of the Corani Empire, the island's most powerful empire until 565.

**DALANYA [B4]**

A mountainous region of northeastern Hepekeria. Delanya was a province of the Azeryan Empire, but was reclaimed by the Hepekerians in the early part of the sixth century. The capital of the Azeryan province was Vitho, still the largest settlement. Dalanya is now a loose confederation of minor states.

**DALKESH [D5+]**

The second greatest empire of western Lythia. Dalkesh was long a rival of the Azeryan Empire, and with that state's decline, was able to inherit some Azeryani territories. Dalkesh does a profitable volume of trade with the empires of eastern Lythia across the Gulf of Mafan and the Desert of Beshakan.

The Empire of Dalkesh has existed for about six centuries, being founded by Beshakan and Pechalari invaders. They conquered and destroyed the existing culture, the Targan Empire, the latest of a series of agrarian cultures that had existed in the Targa River valley for several thousand years. It seems likely that the Targans were culturally influenced by the still more ancient Mafanese empire.

The conquering Beshakan and Pechalari virtually exterminated Targan culture by slaughtering untold thousands, an atrocity known as the Targan Genocide. This eventually gave birth to the autocratic and somewhat xenophobic Empire of Dalkesh. The social structure is tightly regimented, and enforced by a savage penal code.

Although they are eager for trade with both eastern and western Lythia, Dalkeshans generally regard foreigners with disdain, and sometimes open hostility. The church of Naveh is popular among many elements of the ruling elite, and is legal in a number of districts.

**DARBO [G6]**

A city in western Pechosu.

**DARIAM [C5]**

The capital of the Byrian Empire, a city noted for its pleasant, and open street plan.

**DENGTU [G4]**

A city in central Diramoa. The Dengtu district is the major producer of Diramoan tea.

**DENQUA [F7]**

The principal settlement of the kingdom of Homora. The district is known for a proliferation of old structures in the surrounding rainforest. The inhabitants have no idea of the origin of these ruins, although most folk avoid them. A quasi-religious cult has sprung up in the last decade, claiming "enlightenment from the ancients", and making its home in the ruins. It is rumoured that this cult practices loathsome rituals in pursuit of its dubious ends.

**DIRAMOA [G4+]**

This region has a long history and tradition. As early as 3500 BT, civilizations existed along the banks of the mighty Ch'misa River which drains northern Diramoa into the Sea of Lashoi. Around 2940 BT, more than a dozen petty kingdoms were conquered and unified by Sunta, a warrior chieftain of the Resheni tribe from western Diramoa. Sunta founded the Ch'misa Empire which would last more than two thousand years. By 1500 BT this empire included Jankor, Argola, Chomsum, Lashoi, and Kaneum. The great rival empire at the time was Mafan, and Ch'misa seems to have benefitted from the demise of that state around this time.

In 530 the Ketari barbarians invaded and conquered Ch'misa after centuries of frontier conflict. The Ketari were led by Hazhan Khan, a warrior of legend even among a people of renowned martial prowess. He established the Hazhan dynasty, and founded the Diramoan Empire which exists to the present day. Hazhan and his successors were able to blend Ch'misan culture with their own, thus sustaining their control. Diramoan social and political structure evolved from a system which resembled feudalism to the present centralized bureaucracy. Districts are administered by Shih, "Servants of the State", rather than hereditary nobility. The population is organized in groups of families bearing mutual responsibility, and regimented to provide manpower for public works and the army.

In the twelve centuries since Hazhan, the Diramoans have had varied fortune. When Ch'misa was destroyed, the outer empire fragmented. Since then the Diramoans have sought in vain to regain Jankor and Kaneum but have established hegemony over Chomsun and parts of Kyamu. The Empire of Kaneum has stubbornly resisted Diramoan expansion. However, Diramoa, already the largest and most powerful state in the world, is an empire on the rise, and under the rule of the present Mei-Nan dynasty seems certain to remain the dominant state in eastern Lythia.

Central Diramoa is the most populous region on Lythia. The capital city of Ain Dao has more than 1,250,000 inhabitants and the various river valleys are densely populated. Contact with western Lythia is minimal. Diramoan silks and jades are eagerly sought exports to the west, but most such trade is handled by merchants of the mid-east. Another prime export is lashu powder, believed to be a medicinal cure-all by western Lythians. Lashu powder is made from the common rhubarb plant, but the buyers in Azeryan and Karejia are not aware of this.

**DUMA [C3]**

A city and provincial capital in northwestern Azeryan. Duma is a major fortress, and is the headquarters of the Mirador Legion.

**DURIEN [D4]**

A river port near Livelis on the east shore of the Venarian Sea. Durien has been held, at different times by the Azeryan and Dalkesh empires. It is currently an independent member of the Karejian League.

**EDERWYN, Gulf of, [A3+]**

An arm of the Haonic Ocean, west of the Venarian Sea, separating Hârn from Hepekeria. The weather in the gulf is generally too rough for vessels typical of the Venarian Sea. The name is derived from an ancient myth of Eder, a god who was expelled from the "high forest of the undamned" and imprisoned in a huge cage beneath the waters of the gulf. His writhing is sometimes said to be the cause of rough seas and bad weather.

**EILYRIA [B2]**

The principal port of Shorkyne. Eilyria is frequently visited by Ivinian and Harbaalese traders. In the last century Ivinian raiders have made a few abortive attacks upon it.

**EKYNE [D2]**

A trade centre north of Gothmir. The town survives by virtue of its military strength and alliances with key Reksyni chieftains. The trading and military classes are Ivinian, the rest of the population is a cosmopolitan mixture.

**ELANAS, The [B5]**

The strait between Hepekeria and mainland Lythia. The Elanas are well known to mariners for their treacherous tidal currents and shoals, far too hazardous for the shipping typical of the Venarian Sea.

**EMELRENE [B3]**

A kingdom in Western Lythia. Emelrene has a special, although ambiguous, relationship with the ruling powers of Melderyn. In many ways, the two states are extremely similar. Both appear as fairly ordinary feudal states, but each has an unusually large number of scholars, well-organized into numerous secret orders whose political and economic power is hard to gauge, but is clearly significant. Like Melderyn, Emelrene has a number of "chantries", centres of learning for the arcane arts, places renowned for their philosophical and practical expertise. To Lythians uninterested in the inner mysteries of the universe, Emelrene is a place to avoid.

Emelrene's date of founding is unknown, but (like Melderyn) it is clearly one of Lythia's oldest civilized regions, and has withstood all threats, internal and external, without seeming to notice. Neither the Azeryani in their prime, the barbarians of the Lythian interior, nor the Ivinians in all their fury could muster the sheer will to annex the kingdom, although any of these powers possessed adequate military strength for the task. Emelrene, with few exceptions, has enjoyed a tranquil and orderly history, although she has displayed a remarkable ability to adapt. As the Azeryan Empire moved slowly west, she developed a strong imperium and surprisingly good legions. When barbarians began raiding from Shorkyne, she quickly built effective fortifications and a strong feudal army.

**ENALETH [C4]**

A city in southern Azeryan.

**ENGARITANE [B3]**

A town in northern Trierzon, noted for its impressive fortifications. It is also a major trade centre, moving goods between Trierzon, Palithane, Emelrene and Shorkyne. Engaritane is a chartered freetown. Its largest castle is held by the Duke of Stalfore.

**ENSELET [B2]**

The principal settlement of eastern Shorkyne, and the seat of the Duke of Ensel, a semi-independent magnate.

**ERDAR [E3]**

A city of the Khuzdul in mountains on the edge of the Ketarh Plateau. Erdar was founded in 7060 BT and is the sister city of Larhakul. The dwarves of Erdar have built a vast underground network of tunnels, but have never had much to do with humans.

**ESHAPEL [B2]**

The principal settlement of the wealthy Duchy of Alagon. The town and region was siezed by force, then granted as a duchy to the house of Kaeling, an Ivinian clan. Like several parts of Shorkyne, Alagon is semi-independent. The town does a prosperous sea trade with Hârn, Ivinia, and points south. The River Es, on which the town is located, is the border with Emelrene.

**ESLON [B2]**

A northern outpost of Shorkyne. Eslon is a centre for trade with the tribes and states of Quarphor, and conducts sea trade with the rest of Lythia.

**FALAGOSIN [C3]**

An eastern outpost of the Azeryan Empire. Falagosin is a major fortification of the Shurama, a series of fortifications protecting Azeryan against the Reksyni. Falagosin has, perhaps, more soldiers per capita than any other town. Its military establishment is certainly one of the greatest in western Lythia.

**FALANA [A5]**

A semi-civilized region of Hepekeria.

**FEGON [D3]**

A city in the Umelrian League.

**FESLIUM [C3]**

Feslium is the seat of the Laranian primate of northern Azeryan. There is currently a major rift between the primate and the pontiff in Tengela. This has its roots in the reform movement sponsored by the Laranian pontiff.

**FUHRELING [B1]**

The largest settlement of Ivinia, and the principal settlement of the Pendragondom of Seldenbaal, Ivinia's greatest state. Furhreling is sometimes called "The Foreigners' Den" because it contains a number of important foreign institutions and a small non-Ivinian population.

**GALAMONIA [D5]**

A city in northwestern Dalkesh. The Agrikan primate for Dalkesh maintains his seat here.

**GEDALPRIA [C3]**

A city in east central Azeryan.

**GELAMO [B3]**

A city in central Trierzon. The Peonian primate for Trierzon is located in Gelamo.

**GELON [D3]**

A city of the Umelrian League.

**GENORO [D3]**

A city of the Umelrian League.

**GILECH [D4]**

A city, formerly of the Empire of Dalkesh, later Azeryan, now a member of the Karejian League.

**GORIS [C4]**

An island and town in the Venarian Sea, once a naval station of the Azeryan Empire. Goris became an important trade centre after it was taken by Ivinian adventurers in 498 and is now an independent principality.

**GOTHMIR [D3]**

Formerly (by the name of Inkarium) one of the richest regions of the Azeryan Empire. Gothmir was invaded by the Reksyni less than a century ago. The barbarians vowed to "leave no stone upon another", and were almost good to their word. No major settlement was left standing and the region now contains only a few villages, isolated from the empire. Gothmir remains a hotly contested land, the range of the southern Reksyni, although the western portion (at least) is still patrolled by Azeryani legions. Since the Reksyni incursions, Gothmir has become known as "The Blight".

**GYENKU [G6]**

The principal port of Pechosu, located at the mouth of the Dodrena River.

**HACHERDAD [E4]**

An independent city state grown rich on trade with the eastern empires of Lythia. Hacherdad is the last civilized stop before crossing the Desert of Beshakan.

**HAONIC OCEAN [A6+]**

Kethira's largest body of water, lying generally between Lythia and Kamerand.

**HARBAAL [B2]**

Perhaps the strongest of the Ivinian kingdoms, although the Harbaalese do not see themselves as part of Ivinia. Ethnically, the Harbaalese are only about half-Ivinian, although most Harbaalese institutions are Ivinian in origin. Harbaal is divided into a dozen or so "subkingdoms" who owe allegiance to the overking at Ifane. Theoretically, Harbaal is an Ivinian colony and owes token tribute to the kings of Seldenbaal and Jarenmark.

**HARBRAEN [B2]**

A city in eastern Shorkyne, the seat of the Peonian primate of Shorkyne and the site of Saint Harbraen's Plot, a patch of grass known for its healing properties and, consequently, a popular destination for pilgrims.

**HARN [A2]**

An island off the northwestern coast of Lythia, Hârn is something of a cultural backwater in Lythian affairs. There are seven human nations on the island, including the enigmatic state of Melderyn. Additionally, there is a dwarven kingdom (Azadmere) and a kingdom of elves (Evael). The island has a reputation for harbouring strange creatures and for being the site of mysterious events. Most Lythians avoid the place.

**HEBOS [C3]**

A port on Azeryan's east coast. One of the major maritime centres of the empire.

**HEGOVNIS [A4]**

The principal settlement of the Ivinian colonial kingdom of Korlua.

**HELAS [D4]**

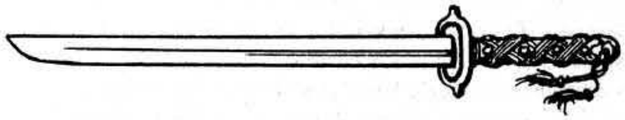
A city state of the Karejian League. Helas is a theocratic state governed by the pontiff of the church of Halea. The pontifical temple is one the most lavish and heavily ornamented buildings in western Lythia.

**HEPEKERIA [A5+]**

A large island separated from Lythia by The Elanas. Hepekeria is mostly desert and semi-desert, but there are grasslands and evergreen hardwood forests along the coasts. Most Hepekerians are semi-nomadic tribesmen, and are among the world's finest warriors, a hard and sometimes cruel people. The tribes/clans of the interior drylands are "organized" into a confederacy which does little to prevent conflict among them, and seems to exist only to keep foreigners out of the region. The coastal regions are civilized, but those who dwell around the cities are shunned by their desert cousins, the Numec. These desert nomads, who dwell in one of Lythia's harshest regions, consider themselves the "nobility" of Hepekeria, looking with disdain on the Falani and Korlic peoples of the coast. Little is known of the desert since few outsiders who venture off the trade routes emerge with their lives. Rumours persist of fanciful beasts and hidden riches beneath the sands.

Surprisingly, the Numec tribesmen (with the exception of the Khuzdul) make the world's finest steel. The secrets of its manufacture are jealously guarded by the Taugari Cult, a spiritual/artisan class that has existed since 10 TR. The cause of its foundation is unclear, and heavily masked by legend, but it seems likely that refugees from the Targan Genocide brought the steel making art to Hepeker. It is known that the Targan Empire (the predecessor of Dalkesh) contained weaponcrafting clans of considerable skill. Some believe that the techniques were passed from the fabled dwarven city of Merdain, to the ancient Mafani, and from there to the Targan River cultures. Why the skill seems to have been lost everywhere else in the world is a mystery.

The Taugari cultists dwell in small permanent settlements in the heart of the desert. They acquire iron by mining several ore-rich rock outcroppings and occasionally in trade with the coastal cities. Taugari swords are seldom available in trade; the Numec tend to regard their weapons as semi-sacred objects.



*Taugari Sword*

**HEPENOLIS [D5]**

A city formerly in the Azeryan Empire, now part of Dalkesh. Hepenolis contains one of the great slave markets of the eastern Venarian Sea, a rival of Purimal and Phanosia.

**HOMORA [F7+]**

A mountainous kingdom on Lythia's southeast coast. The capital is at Denqua. A limited trade is carried on with Molnasya, and Homoran traders may be found scattered around Thotra and the Gulf of Mafan. The west coast of Homora is infested by semi-tribal piratical organizations known as the Javri-Prau, or "coast butchers". They are renowned for their savagery, and are a significant hazard to trade in the region.

**HORITAR [D4]**

A city of the Karejian League. Since 693, Horitar has contained the seat of the Morgathian primate of Karejia. In that year the primacy was moved from Livelis because of undefined "difficulties" with the secular authorities. The church has been somewhat more successful in Horitar.

**HOROKA [D2]**

A trading city in Reksyna where goods are transferred between boats on the river and caravans. The population is at least half Ivinian. The city is well defended, but finds it prudent to pay off some of the local Reksyni chieftains.

**HULGAI [H5]**

The principal settlement of Lashoi. Hulgai is currently held by the Shoju Empire.

**IBCHI [G4]**

A town in central Diramoa.

**ICHENYAH [D3]**

A city of the Karejian League. Until 712, Ichenyah was a member of the Umelrian League, but withdrew after a dispute over trading rights. It was an independent city state for two years before joining the Karejian League.

**IDEPAN [F5]**

Idepan is the southern terminus of the Kyamu trail, Diramoa's only outlet to the Gulf of Mafan, and consequently an important trade centre. Idepani traders range throughout the Gulf of Mafan, along the coasts of Anzeloria, Thotra, Homora, Pechosu and Molkura. They sometimes reach as far as Shoju and the Venarian Sea. The Mafani colonies are in fierce competition; they are the great traders of south central Lythia.

**IFANE [B2]**

The principal settlement of Harbaal, and the chief economic rival of Chelemby. Ifane is the traditional seat of the pendragon of Harbaal.

**ILBRIS [B3]**

A town in north central Trierzon.

**ILKOROM [G3]**

A town in western Diramoa. The location of an important military garrison, as well as the site of the Emperor's principal summer palace.

**INRI [C5]**

The oldest major settlement of Byria, Inri was the capital of the former Azeryani province. Since the foundation of the Empire of Byria, the capital has been moved to Dariam.

**ISYNEN [A4]**

The only major settlement on the north coast of Hepekeria. The desert Numec come here to trade, and this is the only reason it is allowed to survive. A caravan route from Isynen crosses the Heperkerian Desert to Silgora.

**IVAE, Sea of, [A2+]**

The body of water separating Hârn from Ivinia, named for the largest island of Ivinia.

**IVINIA [B1]**

A group of islands off the northwest coast of Lythia. The Ivinians are famed seamen, and their tough, seaworthy ships enable them to range further than any other people. They have planted colonies throughout western Lythia. They are also canny traders, but are best known for the terror of their raids on the Lythian coast. The Ivinian homeland is divided into several mutually hostile kingdoms.

**JANDIR [C4]**

A port on the east coast of Azeryan.

**JANKONO, Gulf of [H4+]**

The sea between Shoju and Jankor, an arm of the Thianic Ocean.

**JANKOR [H3]**

An empire in northeastern Lythia. Jankor was once part of the Ch'misa Empire, and has has long been a rival of Diramoa, the empire founded on the ruins of Ch'misa. The two states have often been in conflict in the past, but this rivalry has lessened with the rise in naval power of the Empire of Shoju. The island empire of Shoju was colonized by Jankor in 690 BT, but it has long been independent. Jankor seeks to maintain neutrality in the region, wary of both Diramoan and Shoju ambitions. The capital is at Yling.

**JANORA [B3]**

A port on the south coast of Trierzon, Janora is one of the busiest trading centers in the western Venarian Sea.

**JEBANTA [G5]**

The capital and greatest city of the Empire of Kaneum.

**KANEUM [G5+]**

A powerful empire in eastern Lythia. Kaneum is Diramoa's greatest historical rival and was once a province of the fallen Ch'misa Empire that ruled much of eastern Lythia from 3000-530 BT. Since then, Diramoa and Kaneum have fought sixteen wars in their quest for hegemony over eastern Lythia, largely fighting over Chomsun and Lashoi. Recently, the Diramoans have gained the upper hand in Chomsun. Kaneum has a much smaller population than Diramoa, but is a very disciplined, militaristic society. Kaneum is governed by an authoritarian khan from Jebanta.

**KAREJIA [C4+]**

The islands of the eastern Venarian Sea. Most were colonized or conquered by the Azeryan Empire, but are now independent states and city states. Nearly all have combined (with similar states on the mainland to the east) into the Karejian League, a loose alliance designed to defend its members against stronger neighbours. The main city and headquarters of the Karejian League is Livelis.

Karejians are renowned maritime traders. They have hundreds of merchant ships engaged in trade throughout the Venarian Sea and they dominate the trade in luxury goods from the East. Most of the local trade is conducted by independent merchantmen, voyaging here and there as cargoes and opportunity dictate. International trade is another matter. Most of this is in luxury goods, spices, silks, cotton, slaves, and gemstones, that are obtained in ports of the eastern Venarian Sea, then transported west to Azeryan, Trierzon, and even Hârn. These very rich cargoes are, of course, a magnet to pirates and freebooters, but the Karejians have minimized the risks with convoys of fast, well armed merchant galleys. It is largely the success of these maritime convoys that have given the Karejians their leading role in maritime trade.

The Karejian merchant convoys are called Larun, named after the vessel most commonly used, the swift Laru galley. They are identified by a geographical location such as the "Larun of Hebos", "Larun of Janora", and "Larun of Inri", etc., depending on their destination. Most Larun assemble and depart from Livelis and may range in size from four to twenty Laru. They rely on their cohesiveness and speed to outrun pirates and usually have a few Laru-Mar (war galleys) for additional protection. Most Larun depart from Livelis in the spring and summer months, returning in the fall. The Larun of Hebos is by far the largest and most wealthy convoy. It departs from Livelis in the late spring transporting a fortune in luxury eastern goods to Azeryan. The arrival of this Larun in Hebos is a major event, and the occasion of a festival-celebration.

**KAREMUS [B2]**

A town in the Shorkynian duchy of Alagon.

**KEMGARHI [G4]**

A city in central Diramoa.

**KESARA [C3]**

A city in northwestern Azeryan.

**KETARH [E3+]**

The heart of Lythia. Ketarh is a high plateau, comprised primarily of desert, semi-desert, steppe and prairie grasslands. It is populated by the Ketari, a tough nomadic people who survive by herding. The Ketari are the world's finest light cavalry, with a command of mounted military tactics second to none, and the prospect of their approach brings fear to the stoutest heart. The Ketari usually travel in bands of several hundred; these bands are organized into "nations", each of which has its own range. The central organization varies from one generation to the next. Sometimes all or some of the nations acknowledge the leadership of a single khan; this is when the Ketari pose the greatest danger to their neighbours. As of 720, the Ketari are a loose confederation. There is peace between the nations, but no alliance directed against the neighbouring civilized states. A lengthy caravan route crosses Ketarh from east to west. Those who use it must either be prepared to pay toll to each Ketari nation, or to bear the expense of a very large military escort.

**KILEMA [C3]**

A port in eastern Azeryan, a major military base, and the southern terminus of The Shurama.

**KIPORE [G3]**

The principal settlement of northern Diramoa.

**KIRGAN [C3]**

A town in west central Azeryan.

**KIRISONE [B3]**

A town in eastern Palithane. Kirisone was conquered by the Ivinians, but still retains its indigenous ruling class.

**KOLOMIR [D4]**

A landlocked city state of the Karejian League, inland from Ajygal and northwest of Hacherdad. Caravans come here from Hacherdad bearing goods from the east. Kolomir is, therefore, an important economic centre.

**KOLVIS [B4]**

The principal settlement of the Kingdom of Menema. The population is about half of Ivinian stock.

**KONDASGEL [B1]**

The major Khuzan (dwarven) settlement of Ivinia. Kondasgel has nothing to do with the Ivinians, but still trades with the indigenous Yarili. The smaller dwarven settlement of Harhakeim is nearby but not shown on the map.

**KORLUA [A4]**

An Ivinian colonial kingdom northwest of Hepekeria. The capital and principal port is at Hegovnis.

**KOTYN [H6]**

The principal settlement of Molkura, located on the Gelshi River. Kotyn has a reputation as a place of bizarre and outlandish inhabitants and events. This is reinforced by the fact that many visitors fall victim to the various endemic diseases of Molkura. Foreigners sometimes call it the "Witch's Lair". Legend has it that a mysterious complex of ziggurats and pyramids lies somewhere north of Kotyn on one of the tributaries of the Gelshi River.

**KYAMU [F5]**

The southwestern province of Diramoa. The provincial governor (at Ain Kyamu) has unusually wide powers, due to special regional difficulties. Kyamu was colonized by the Diramoan imperium as part of a plan to obtain a port on the Gulf of Mafan, and to secure a trade route to the west. The southern Ketari, however, have not been cooperative, and a general failure of the Diramoan imperium to control more than a few leagues from Ain Kyamu has made it impossible to extend the imperial border any further. Most of Kyamu is still controlled by the Ketari, and the Kyamu trail is extremely hazardous.

**LANKORIUM [C2]**

The capital of Lankor, formerly a frontier march of the Azeryan Empire. The governor declared independence in 676 after the loss of the Trierzi provinces to the "barbarians". Azeryan still regards Lankor as a rebellious province.

**LARHAKUL [E3]**

A city of the Lythian Khuzdul founded in 7025 BT and the sister city of Erdar. Larhakul lies in mountains on the northwestern edge of the Ketarh Plateau. The dwarves of Larhakul have never had much to do with humans, none of whom are aware of the city's existence. Larhakul has a vast network of tunnels and its citizens rarely come above ground.

**LASHOI [H5]**

A mountainous region of eastern Lythia, inhabited by a hardy race of warrior tribesmen, Lashoi has had difficulty maintaining its independence. Once part of the Ch'misa Empire, it has been invaded in turn by Kaneum, Shoju, and Diramoa. None of these invasions have been lasting, due to the resistance of the inhabitants, and intervention by one or two rival neighbouring empires. Lashoi is currently partitioned by the Empires of Shoju and Kaneum, but resistance continues, aided by Diramoan gold.

**LASHOI, Sea of [G4+]**

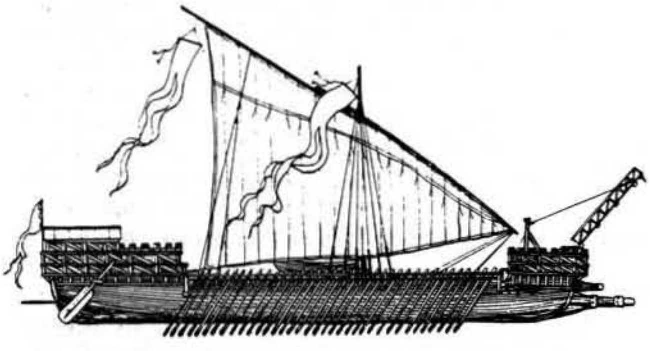
The sea separating Shoju from Lashoi on the Lythian mainland.

**LEKURIA [D3]**

The principal city of the Umelrian League, the loose confederation of city states founded after the Reksyni invasion of Gothmir. The league managed to make peace with the Reksyni, and since then has maintained a tenuous existence as traders with the tribesmen. The Umelrian League has recently been under some pressure by the Karejian League to the south, a similar, though more powerful organization.

**LIVELIS [D4]**

The greatest city of Karejia, and the headquarters of the Karejian League. Livelis may be the busiest and richest port in the world, functioning as the major trading hub between eastern and western Lythia. Livelis has extensive facilities for martime trade, including a unique fortified port area known as the Larunda, where its large fleet of merchant and war galleys are built, maintained, and berthed.



**LOTRA [C3]**
A city in central Azeryan.

**LOVULA [H5]**
The principal settlement of western Lashoi. Now part of the Empire of Kaneum.

**LYMM [C3]**
A city in north central Azeryan.

**LYSARA [C4]**
A city on the edge of the Azeryani drylands in southwestern Azeryan, governed by the pontiff of the church of Agrik. Lysara is one of Lythia's greatest religious centres, but is best known for the Ukhila, octennial games of spectacular violence and depravity sponsored by the church of Agrik. The next such games are scheduled for 722.

**MAFAN [E4+]**
A region of central Lythia. Formerly the site of one of the continent's greatest civilizations, with colonies throughout the Gulf of Mafan region, Mafan was destroyed over two thousand years ago by a combination of factors. Now all that survives are a few former colonies on the Gulf of Mafan and several complexes of ruins. One of the most common legends involves "The Lost City of Narmar" believed to lie somewhere in the interior of Mafan. A few scholars believe that the extinct Empire of Mafan was influenced by an even more ancient culture, although what this might have been is open to question, and the subject of considerable speculation.

**MAFAN, Gulf of [E6+]**
An arm of the Shentu Sea south of Mafan and east of Chogoro.

**MAKJIN [G3]**
A city on Diramoa's northeastern frontier (with Jankor). Makjin has extensive fortifications and the district is also known for the high quality of silks it produces.

**MANQUIDEH [D5]**
Also called Maniquideh, this city is within the Empire of Dalkesh. It is an important religious centre for the church of Naveh, and the home of the Nagara (pontiff) of that church. Manquideh is also an important river port for trade with the east.

**MELESUMA [B3]**
A town in northeastern Trierzon. Melesuma was the centre of the Tobran Inquisition (616-20), a Laranian "rooting out of heresy" that resulted in over one hundred executions. This did much to damage the church's reputation in the area.

**MELURIA [H6]**
An empire/kingdom south of (and dominated by) Kaneum. Meluria had a glorious history, but entered a period of decadance and has succumbed to its stronger neighbours.

**MELURIAN SEA [G8+]**
The sea between the southeastern Lythian mainland and the islands of Molnasya. It is considered separate from both the Haonic and Thianic Oceans.

**MENEMA [B4]**
An Ivinian colonial kingdom northeast of Hepekeria. Menema was formerly a province of the Azeryan Empire.

**MENGOLA [D1+]**
A wilderness region of north central Lythia.

**MENGOVIK [B3]**
A port in the Ivinian colonial kingdom of Palithane, formerly called Ypenres.

**MEOKOLIS [C3]**
The greatest city of the Azeryan Empire. The city contains most organs of the central imperial government, several imperial palaces, extensive military installations, and is a thriving economic and cultural centre. The necropolis outside the city is an important site to the church of Morgath, and is home to the Morgathian pontiff.

**MERDAIN [E4]**
The original home of the seven nations of the Khuzdul. Almost nothing is known of Merdain, even by the dwarves of the other cities. Merdain was rumoured to be the place where the Khuzdul arrived on Kethira for the first time. Its location, or whether it is still inhabited is generally unknown. Legends of Merdain describe it as a city of seven grey and silver towers wherein lived the seven nations of the Khuzdul. For unknown reasons, six of the nations departed to found their own colonies. See: Azadmere, Kondasgel, Larhakul and Erdar.

**MESUR [H5]**
A city in eastern Kaneum.

**MIREMAL [C3]**
A city in central Azeryan.

**MISONA [C4]**
A port on Azeryan's east coast.

**MOHM [C4]**
A city in central Azeryan.

**MOKONO [H6]**
The principal settlement, and capital of Meluria. North of the city, and partially submerged, are enigmatic ruins believed to be remnants of the ancient Koloro Lake civilization.

**MOKORA [E6]**
The largest city of Chogoro. Mokora was founded by the Mafani, and survives as an important trade centre for goods travelling between eastern and western Lythia.

**MOLKURA [H6+]**
The easternmost peninsula of Lythia. Molkuria is mostly a mountainous wilderness of tropical rainforest, but there are many sets of very ancient ruins, apparently the remnant of what is known as, for lack of a more accurate term, the Ziggurat Culture, This disappeared several thousand years ago. The ruins represent a mystery to the vast majority of the current inhabitants of Molkura, who are largely confined to the lowlands along the south coast. Molkura is, technically, an

empire with its capital at Kotyn, but most political and military power is held by local governors. Communications are poor. Molkura has repulsed all conquest attempts by its more powerful neighbours. This is partly due to the lack of good roads and the extreme roughness of the terrain. There are also a dozen or more rare tropical diseases endemic in the region to which the locals are, more or less, immune, but which take a terrible toll of invading armies. Molkura is also known for its mages, unfriendly practicioners of arcane arts. This has earned Molkura the name, "The Weirding Land".

There is a lengthy archipelago extending east from Molkura and forming the northern boundary of the Melurian Sea. (This extends off the Lythia map and can be seen on the Kethira Map.) Most of these islands are lightly inhabited. Many islands have similar ruins to those found on the Molkuran mainland.

**MOLNASYA [G9+]**

An archapelago south of the Melurian Sea. Molnasya is populated, and could even be termed civilized, but the Molnasians do not build settlements of more than a thousand people. They are essentially a hunting, gathering, and fishing folk, but also practice agriculture widely. As a rule, the Molnasians are friendly, and willing to trade peacefully, but will defend their islands fiercely. They are organized as several loose confederations of islands. Several islands are the site of ruins that bear a striking similarity to those found in Molkura.

**MURSHEL [B3]**

A town in southwestern Trierzon, the centre of a region known for its fruit orchards and wine. Murshel is held by the Duke of Trabant, one of the most powerful nobles in Trierzon.

**NAROLIS [D4]**

A city of the Karejian League.

**NATHA [D5]**

The greatest port of the Empire of Dalkesh, located at the mouth of the Targa River. Goods from all over Lythia can be found in the Natha markets. The city is frequently visited by both Ivinian and Karejian traders. The Natha Trail, running south from the city, is a major trade route to the Anzelorian subcontinent.

**NESAHGA [H4]**

The greatest city of Shoju and the Imperial capital.

**NETELA [B2]**

A town in western Shorkyne. The seat of the Laranian primate of the kingdom is located here. The church holds substantial lands in the vicinity.

**NORILOM [G5]**

A city in north central Kaneum. Norilom has a large garrison and is the centre of military training in Kaneum, where the arts of war are taught to young warriors.

**OMRIUM [C3]**

A port in northwestern Azeryan. Omrium has a small Ivinian population. It is also the seat of the Halean primate of western Azeryan.

**ORLET [C2]**

An independent trading town in Quarphor. It has a large Ivinian population.

**PALITHANE [B3]**

A kingdom in northwestern Lythia, conquered and now governed by Ivinians. It is an independent state. Both Harbaal and the Ivinian kingdom of Seldenbaal claim, but do not receive, tribute from Palithane.

**PARAHAL [B3]**

The principal city and port of Palithane.

**PARTHIAS [D3]**

A river port near the northeastern shore of the Venarian Sea. Parthias is a charter member of the Umelrian League.

**PECHALAR [D6]**

A thinly populated region within the sphere of influence of the Empire of Dalkesh.

**PECHOSU [G6]**

An eastern empire southwest of Kaneum. Pechosu tends to have insular policies and throughout its history has stubbornly fought to retain its independence from militaristic Kaneum. At present, Pechosu honours a precarious tributary arrangement to Kaneum, but also has a mutual defence alliance with Diramoa.

**PELONA [D5]**

A northern port of the Empire of Dalkesh.

**PHANOSIA [D4]**

A town of the Karejian League. Phanosia is famed as the location of the primary Karejian slave market. Although it is somewhat smaller than its major rivals, Hepenolis and Purimal, the Phanosia market is generally considered to deal in the finest quality "product". The questionable, even brutal, methods used in other markets to disguise diseased or otherwise deficient slaves are illegal in Phanosia, and it is sometimes possible to acquire highly skilled artisans here. The Karejian slavers guard their reputation zealously, and the phrase "as true as a Phanosian's word" has come to mean irreproachable honesty.

**POROSUA [C3]**

A city in northern Azeryan.

**PRELYNE [D2]**

An independent trading town in Reksyna. The population is a mixture of Ivinians, Reksyni, and Alts.

**PURIMAL [C4]**

A port in southern Azeryan. Ivinian traders often visit the city. Purimal is most famous for the Dar-Alhilafa, "The Palace of Lives", the great slave market in which it is said that "all the races of man are the commerce". There is considerable rivalry with the two other major slave markets in the Venarian Sea, Hepenolis and Phanosia.

**QUARELIN [B2]**

The greatest city of Shorkyne, and the seat of many of that kingdom's organs of government.

**QUARMIL [C4]**

A city in Azeryani Karejia. At the northern tip of the island there is an extensive complex of earth mounds which some scholars believe to be the remnants of an ancient civilization. A few expeditions have uncovered unusual artifacts, but most Quarmilese believe the region is haunted and dangerous.

**QUARPHOR [B2+]**

The range of the Quarph nation, who once lived further east in Reksyna. Quarphor contains a mixture of nomadic tribal ranges and small states.

**QUNKOW [G4]**

The principal port of the Empire of Diramoa. Shoji pirates have severely damaged the city's economy.

**REKSYNA [D2+]**

The plains of western Lythia, the range of the fearsome Reksyni who were almost responsible for the destruction of the Azeryan Empire. The Reksyni are semi-nomadic horsemen and have a great command of cavalry tactics.

**RESHANA [C3]**

A city in northeastern Azeryan.

**ROANOR [H3]**

A city in eastern Jankor. Roanor is well known as a trading centre for jade, particularly finely carved figurines of great intricacy.

**RYAKL [D4]**

A city of the Karejian League. Ryakl is known both for the high quality of its shipyards, and its reputation among sailors as the "Joyous Haven". It is said that there is no human vice that cannot be satisfied somewhere in Ryakl.

**RYDAZ [D3]**

A city in the Umelrian League.

**SANOS [C4]**

A city in Azeryani Karejia. Ivinian traders occasionally visit the port, which is something of a "clearing house" for the eastern Venarian Sea.

**SHELON [D4]**

A city in the Karejian League. Shelon has become a significant religious centre, with the Karejian primacies of Larani and Peoni being located there.

**SHENTU SEA [E7+]**

An arm of the South Haonic Ocean separating Anzeloria from southeastern Lythia. The sea is periodically troubled by monsoons and tropical storms.

**SHIELEM [G3]**

A port in northern Diramoa. In 718, an earthquake destroyed much of the city.

**SHOJU [H4+]**

An island empire off the coast of Diramoa in eastern Lythia. Shoju is a feudal society with a class of extremely strong landholding noble clans. Until about a hundred years ago, Shoju was fanatically isolationist, but has now adopted an imperialist policy under the Osekru dynasty. The Shoji have built a large navy, and embarked on the conquest of Lashoi, which is currently partitioned between Shoju and Kaneum. There is still, however, resistence to Shoji rule on the mainland, and problems there are compounded by the tendency of Shoji commanders to squabble over matters of honour and prestige. A number of Shoji clans are also engaged in piracy. This has hampered trade in the Sea of Lashoi and the Gulf of Jankono, and earned the Shoji the emnity of most of their neighbours.

**SHOMIRO [C4]**

A city in central Azeryan.

**SHONJIRIS [C4]**

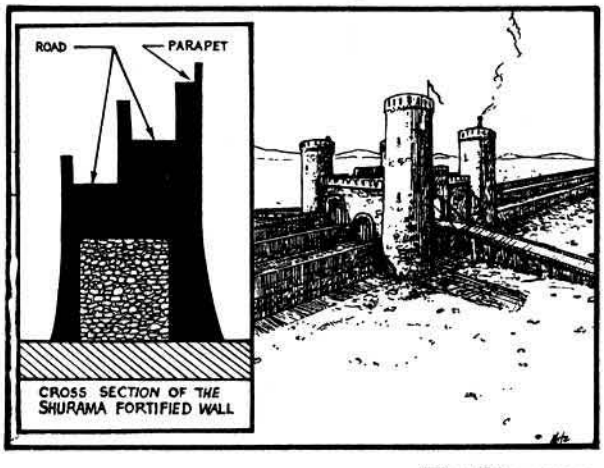
A city in south central Azeryan. Shonjiris is the seat of the southern Azeryani primacy of Halea.

**SHORKYNE [B2]**

A feudal kingdom of western Lythia. Shorkyne is characterized by a relatively weak throne, and several powerful regional magnates. The kingdom is held together as a military convenience to counter external threats from Trierzon and Quarphor. Shorkyne came into being following the establishment of the kingdom of Trierzon, when Trierzi armies moved into the area in an attempt to establish a hegemony over the Shorkyni peoples. Although the Trierzi conquered and held Shorkyne for a decade, recurring wars with Azeryan forced them to withdraw in 518. The present kingdom was founded in 536, after several years of strife.

**SHURAMA, The [C3]**

The Shurama is a fortified wall roughly 800 km (500 miles) long, built by the Azeryan Empire in the middle of the last century to protect itself against further incursions by Reksyni barbarians after their conquest of Gothmir. The wall ranges in height from 25-40 feet, has small garrison forts at frequent intervals, and a number of larger keeps at strategic points. It is commonly called the "Golden Line". The largest garrisons and fortifications are at the cities of Falagosin and Kilema. The empire still has control of some areas east of the wall, but The Shurama is the ultimate imperial defence. The Reksyni have made no serious attack against the wall.


ROAD
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CROSS SECTION OF THE SHURAMA FORTIFIED WALL

*The Shurama*

**SILGORA [A5]**

A town in Falana, the southern terminus of a caravan route from Isynen. Visitors sometimes call Silgora "The Last Place the Gods Made", reflecting its unpleasant climate and the occasional danger posed by the Hepekerian desert nomads.

**SUTH [G5]**

The capital of the Chomsun Protectorate, and seat of its rulers.

**TARKAIN [B3]**

A prosperous, independent, island trading town at the western end of the Venarian Sea. Tarkain was founded by the Azeryani, became part of Trierzon, and was taken by Ivinians in the sixth century. Several Ivinian states claim tribute from the island, as do Azeryan and Trierzon, but it maintains its freedom by playing its enemies against each other.

**TASHAL [A2]**

The principal settlement of the Hârnic Kingdom of Kaldor and the second largest settlement on the island. Tashal is held by the king of Kaldor and is a prosperous mercantile city.

**TAZACH [D3]**

An island state off Gothmir. Tazach Purple, an extremely valuable dye extracted from a rare species of shell fish is produced here.

**TENGELA [B3]**

A town in southern Trierzon and the seat of the Laranian pontiff. The town is held by the church of Larani from the king of Trierzon.

**TENGPERI [G4]**

An isolated settlement and district in southeastern Diramoa.

**THIANIC OCEAN [H4+]**

Kethira's second largest body of water.

**THONIA [B6+]**

An almost uninhabited wilderness region south of The Elanas. There are extensive mountains in the region.

**THOTRA [F8]**

A peninsula between the Seas of Shentu and Meluria. Thotra has a relatively thin population and little in the way of political orgaization.

**THUBELIZ [A5]**

An independent port-kingdom in western Falana. Ivinians come here for the products of Hepekeria, but trade is fairly limited.

**TRIERZON [B3]**

Western Lythia's strongest feudal state. The region (then called Zonara) was civilized by the Azeryani. The kingdom came into being after Trierzi "barbarians" were allowed to settle peacefully in the area. By the end of the fifth century they had become the majority of the population, and deemed themselves exploited by the Empire. They rebelled in 484, and although the Azeryani put down the revolt, the Imperium recognized the distinct problems of the area. The Western Protectorate was created, and several "loyal" Trierzi were given positions of importance. Any hope that this would stabilize the region died when the Protectorate, led by Torichane, seceded from Azeryan in 492. For a decade Trierzi and Imperial armies clashed intermittantly before Azeryan accepted the reality of independence, and the kingdom of Trierzon was founded. The new order was feudal, as Torichane rewarded his loyal followers with land. There is still hostility between the Empire and Trierzon; several minor wars have erupted over border disputes.

**TUDONJAN [G6]**

The capital and principal city of Pechosu.

**TUVARA [C6+]**

The region south of Byria. The nomadic Tuvarese are in decline, due to pressure from Dalkesh.

**UBARIAN [B3]**

The principal settlement of Trierzon, and the primary seat of the King.

**ULEBED [H5]**

A city in Kaneum.

**URDEN [C4]**

A port on the east coast of Azeryan.

**VENARIAN SEA [B4+]**

The central waterway of western Lythia. The eastern sea is generally placid, although west of the Azeryan peninsula the weather is less dependable.

**VITHO [B4]**

The greatest city of Dalanya. It was founded by Azeryan as the capital of its Hepekerian province, and is now an independent principality.

**XERIUM [B5]**

An independent port on the east coast of Hepekeria.

**YDEI [H4]**

A port city in northern Shoju. A number of piratical Shoji clans use Ydei as a base of operations.

**YLING [H3]**

The capital of the Empire of Jankor. Yling is famous for its numerous parks and gardens.

**ZEMPERA [G6]**

A city in south central Kaneum. Almost a third of the population dwells in the "Water Town", a large community of boats on the shores of Lake Koloro.

**ZEREXA [G5]**

A city in western Kaneum.

**ZERULA [D5]**

A port in the Empire of Dalkesh. Zerula is a centre of learning, and its libraries are renowned.

## LANGUAGES

There are over eighty distinct human languages spoken on Lythia. Of these forty-seven are spoken by sufficient numbers of people to appear on the language map. The language of a people is a product of common historical and geographical experience over a period of time, a vital element of "national" culture. Hence, the language map may also be considered an ethnic map.

## LANGUAGE FAMILIES

Lythian languages may be divided into nine main groups, each identified by its own color on the language map. The languages within a family share similar root words and sounds (often common scripts), but they are still distinct tongues.

The notion of a language family implies the existence of a common root from which all modern members of the group are descended. This is really an oversimplification, since many languages can trace their roots into two or more families. Orbaalese, for example, is a mixture of Harnic and Jarinese (both of which belong to the Jarind family) and Ivinian (which is a Pharic tongue). Harnic itself has some roots in common with Quarph and Trierzi. The language family concept can only be a general guide.

### JARIND FAMILY

Jarind tongues are shown in green. The indigenous ethnic area included Trierzon, Quaphor and Reksyna until migrations of eastern peoples displaced Jarin culture north and west. Jarind languages are characterized by a singsong lilt with occasional hard gutturals. Jarin have fair to medium complexions, light brown or red wavy hair, and brown eyes.

**Altish:** The language of the Alts of Altland along western Lythia's northern coast. Altish is undergoing some pressure from Ivinian dialects as a result of Ivinian colonization. In settlements where Ivinians have colonized (such as Amlacht) a pidgin combination of Altish and Ivinian has developed. In the south, there is some mixing with Quarph. It is possible that such hybrids will eventually replace Altish.

**Emela:** The language of Emelrene, dialects of which are spoken in isolated mountain enclaves in other parts of northwestern Lythia. Emela is closely related to Jarinese, suggesting the Jarin who migrated to Harn mostly came from Emelrene.

**Harnic:** The principal language of the Harnic Isles, descended from Old Harnic (Pharic tongue) and influenced by Jarinese. The Harnic region on the language map also contains districts where Jarinese and Orbaalese (pidgin Ivinian, Jarinese, and Harnic) are spoken, as well as the demi-human tongues of Khuzan and Sindar.

**Jarinese:** Not identified as a separate language on the map. It is spoken in the Harnic Isles, mainly in southern Orbaal and northwest Harn. Jarinese was the tongue spoken by the first human inhabitants of Harn, where it was strongly influenced by the demi-human tongues of the elder peoples (Sindarin and Khuzdul); this has set it apart from other Jarind languages, but it is still very similar to Emela. Jarinese is slowly becoming extinct.

**Yarili:** Descended from Old Altish, this tongue is only spoken by the Yarili, who migrated to Ivinia from Altland some two thousand years ago. As a result of the later Ivinian conquest, the Yarili and their language are now largely confined to northern Ivae.

### PHARIC FAMILY

Regions where Pharic languages prevail are colored light blue. The Pharic peoples originated in eastern Reksyna, but were driven west into the Jarind ethnic area by Ketari tribes. Pharic tongues are characterized by rising-falling tones, compound nouns, and fairly regular grammar. There is, however, wide divergence from these rules; many of the Pharic tongues have been strongly influenced by languages of other families. Pharic peoples are tall, with light straight hair, fair complexions, and blue-gray eyes.

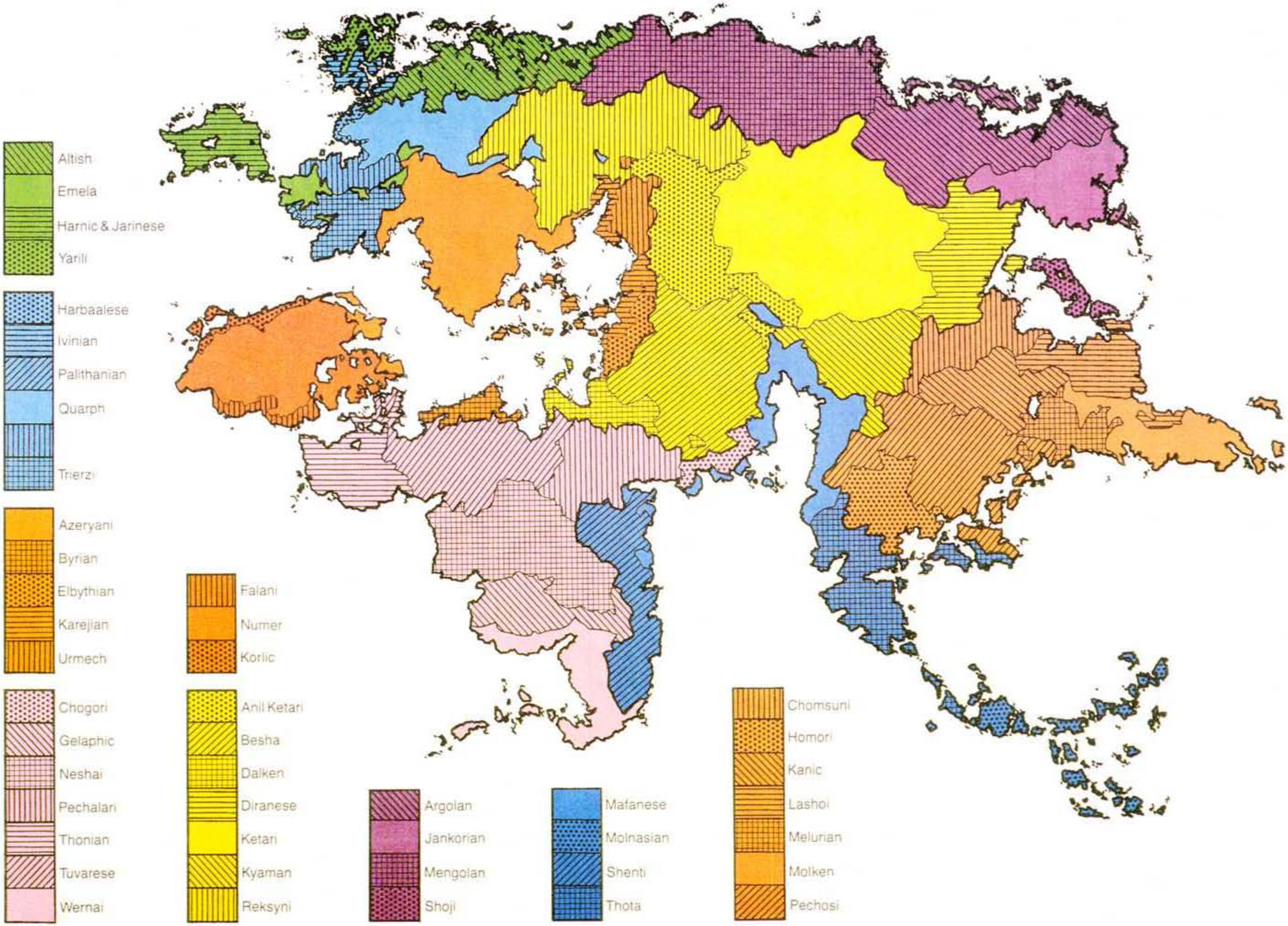
**Harbaalese:** Essentially Ivinian with Quarph, Yarili, and Altish influence. Harbaalese is so similar to Ivinian that many scholars do not consider it a separate language, rather a dialect of Ivinian. It is true that simple ideas may be passed back and forth between speakers of the two tongues, but Harbaalese does have sufficient distinction to be called a separate language.

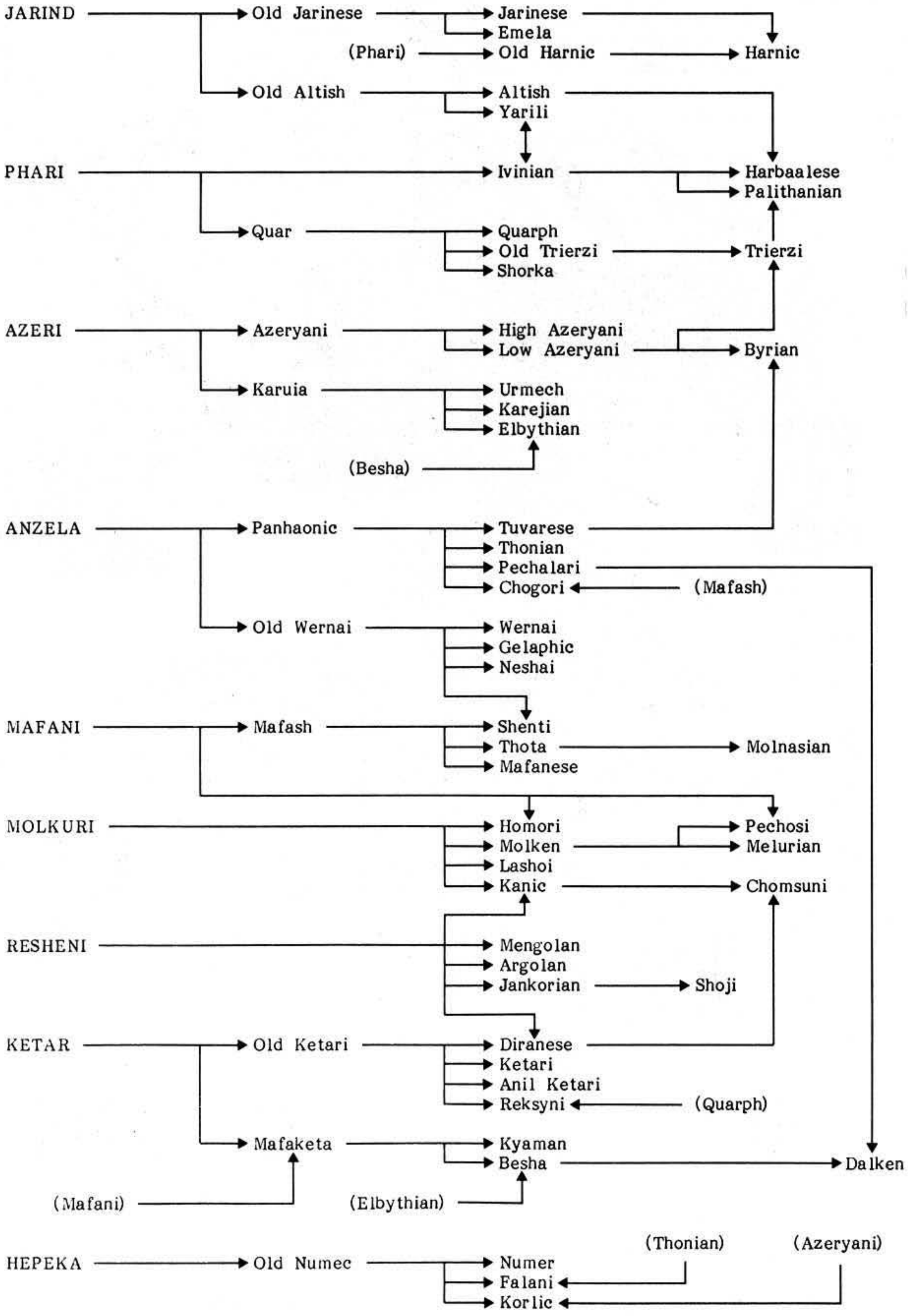
**Ivinian:** The principal language of civilized Ivinia, and something of a common trading tongue in western Lythia. The language has been influenced by Yarili, and vice-versa. This language has a number of derivatives which have come into being as a result of Ivinian colonization of foreign ethnic areas. Most of these are little more than pidgins, but Harbaalese (the oldest derived tongue) and Palithanian have attained, in many eyes, the stature of distinct languages.

**Palithanian:** The language spoken along the coast of Palithane. The language is a mixture of Ivinian and Trierzi, with a little Emela. The tongue came recently into being as a result of Ivinian colonization. Its future is uncertain, but the region will undoubtedly end up with some combination of Ivinian and Trierzi.

**Quarph:** The language of Quaphor. It is probably the purest survivor of extinct Phari, but is now under severe pressure. In the west, Quarph is being assimilated by Harbaalese and Shorka. In the east, much of the Quarph range has been overwhelmed by the Reksyni, leaving several enclaves of this tongue.

# Languages


Altish
Emela
Harnic & Jarinese
Yarili
Harbaalese
Ivinian
Palithanian
Quarph
Trierzi
Azeryani
Byrian
Elbythian
Karejian
Urmech
Falani
Numer
Korlic
Chogori
Gelaphic
Neshai
Pechalari
Thonian
Tuvarese
Wernai
Anil Ketari
Besha
Dalken
Diranese
Ketari
Kyaman
Reksyni
Argolan
Jankorian
Mengolan
Shoji
Mafanese
Molnasian
Shenti
Thota
Chomsuni
Homori
Kanic
Lashoi
Melurian
Molken
Pechosi


JARIND
Old Jarinese
Jarinese
Emela
(Phari)
Old Harnic
Harnic
Old Altish
Altish
Yarili
PHARI
Ivinian
Harbaalese
Palithanian
Quar
Quarph
Old Trierzi
Trierzi
Shorka
AZERI
Azeryani
High Azeryani
Low Azeryani
Byrian
Karuia
Urmech
Karejian
Elbythian
(Besha)
ANZELA
Panhaonic
Tuvarese
Thonian
Pechalari
Chogori
(Mafash)
Old Wernai
Wernai
Gelaphic
Neshai
MAFANI
Mafash
Shenti
Thota
Molnasian
Mafanese
MOLKURI
Homori
Molken
Pechosi
Melurian
Lashoi
Kanic
Chomsuni
RESHENI
Mengolan
Argolan
Jankorian
Shoji
KETAR
Old Ketari
Diranese
Ketari
Anil Ketari
Reksyni
(Quarph)
Mafaketa
Kyaman
Besha
Dalken
(Mafani)
(Elbythian)
HEPEKA
Old Numec
Numer
Falani
Korlic
(Thonian)
(Azeryani)

**Shorka:** The language of Shorkyne. Descended from Quar, Shorka has elements of Trierzi and Emela.

**Trierzi:** The principal language of Trierzon and eastern Palithane. Trierzi is descended from Quar through Old Trierzi, but is strongly influenced by Azeryani.

### AZERI FAMILY

Azeri tongues, shown in orange, are spoken around the Venarian Sea and are sometimes collectively called Venarian. Most tongues have extensive vocabularies and complex grammar, and are characterized by rising tones. Azerians are of average height, with medium to swarthy complexion, and dark hair and eyes.

**Azeryani:** The language of Azeryan and some adjoining regions. Two versions of Azeryani are spoken: several dialects of *Low Azeryani* spoken by ordinary folk, and *High Azeryani,* an idealized classical version spoken by scholars and many social elite throughout western Lythia. The two versions, although they come from the same roots, only have about half their vocabulary in common. The high tongue is extremely stylized and formal, with many grammatical differences from the low. In the Azeryan Empire, command of High Azeryani is a matter of breeding and education, and is a prerequisite to high social status.

**Byrian:** The language spoken in Byria, a direct descendent of Low Azeryani, strongly influenced by Tuvarese. It came into being as a result of Azeryani colonization of Tuvara's northern coast, and contains minor elements of Dalken.

**Elbythian:** A language spoken on the eastern shore of the Venarian Sea, generally inland from Karejian-speaking regions. Elbythian is a hybrid of Karejian and Besha, due to mixed settlement in the region.

**Karejian:** The principal language of the eastern Venarian Sea. Karejian is a direct descendent of Karuia, the dead language of the ancient Venic Island Culture.

**Urmech:** A tongue spoken in the region southeast of Gothmir. Urmech came into being as a result of the assimilation of Karuian and Karejian peoples with the unknown indigenous inhabitants of this region.

### ANZELAN FAMILY

Anzelan tongues, identified by the color mauve, are spoken throughout the subcontinent of Anzeloria. The original language spread north from southern Anzeloria, dividing into two main groups, *Panhaonic* in the north, and *Wernai* in the south. Anzelorian tongues are characterized by short, sharp syllables arranged in compound groups. The length of time that a vowel sound is voiced conveys meaning, and there are complex formal rules for singing. Anzelorians typically have dark to black complexions, dark curly hair, and dark colored eyes.

**Chogori:** The language of Chogoro, descended from Panhaonic (extinct) and influenced by Mafash, the extinct Mafani tongue.

**Gelaphic:** A tongue descended from Old Wernai, and spoken in south central Anzeloria.

**Neshai:** The dominant language of west equatorial Anzeloria. Neshai is gradually assimilating Gelaphic and Tuvarese, but its dialects are, at the same time, developing wide differences.

**Pechalari:** The language of Pechalar in northeastern Anzeloria. Descended from Panhaonic, Pechalari was once spoken in Dalkesh before that region was conquered by the Ketari Besha. Hence, Dalken has been strongly influenced by this language.

**Thonian:** The language spoken in Thonia and in isolated enclaves on the other side of The Elanas. Thonian is descended from Panhaonic.

**Tuvarese:** The language of the Tuvara. Once the main language of the southern Venarian coast, Tuvarese is now a dying tongue that is slowly being assimilated by Byrian (mainly), Dalken, and Neshai.

**Wernai:** The language spoken in southern Anzeloria, and probably the purest form of Old Anzela. Wernai is an extremely adaptable tongue and has dozens of distinct dialects. A Wernai speaker from the desert will have difficulty making himself understood to a western islander, for example.

### MAFANI FAMILY

Mafani tongues, dark blue on the map, are spoken around the Gulf of Mafan and the Shentu Sea. They are characterized by the long compounding of words that have a clicking sound to them. The ancient Mafanese were an enterprising and wide-ranging people. From the Gulf of Mafan, they planted colonies around the Shentu Sea and far along the coasts of Anzeloria and Lythia's southeastern coast. It is hard to identify a Mafanese racial type because in many regions they have long since merged into the native peoples.

**Mafanese:** Modern Mafanese is probably the purest descendent of the language spoken in the ancient Mafanese Empire.

**Molnasian:** The language spoken in the archipelago of Molnasya. It is descended from Thota and developed as a result of long isolation in the islands.

**Shenti:** The principal language spoken on the west of the Shentu Sea. Shenti came into being from assimilation with indigenous Anzelorian tongues.

**Thota:** The language of Thotra, descended from Mafash (extinct) and other lost indigenous tongues. Thota is the direct ancestor of Molnasian.

### MOLKUREN FAMILY

Molkuren languages, shown in pink, are derived from Molkuri, thought to be the language of the ancient Ziggurat Culture. Languages of this family are characterized by complex, precise grammar, and by extreme variation in pitch and tone to convey great richness of meaning. The typical Molkurian has a dark to swarthy complexion, dark hair and eyes, and tends to be a little shorter than average.

**Chomsuni:** A language directly descended from Kanic, but strongly influenced by Diranese.

**Homori:** The language of Homora, descended from Molkuri, but influenced by several ancient Mafani tongues.

**Kanic:** The language of Kaneum, descended from Molkuri, but with strong influence from Resheni tongues.

**Lashoi:** The language of the hardy mountain dwellers of Lashoi, descended from Molkuri.

**Melurian:** The tongue of Meluria, descended from Molken.

**Molken:** The language of Molkura, the purest form of Molkuri.

**Pechosi:** The language of Pechosu, descended from Molken, but influenced by ancient Mafani tongues.

### RESHENIC FAMILY

Reshenic tongues, shown in purple, are all descended from Resheni, a dead language which originated in Diramoa and once the principal language of the extinct Ch'misa Empire. The Reshenese typically have dark complexions, dark hair and eyes, and tend to be shorter than average.

**Argolan:** The language of Argola in northeastern Lythia, a fairly early, northern divergence from Resheni.

**Jankorian:** The language of Jankor (once a province of the Ch'misa Empire) in northeastern Lythia, and the purest survivor of Resheni.

**Mengolan:** The language of the natives of Mengola. Mengolans used to range a lot further south, but their range was assimilated by the Reksyni, on whose tongue Mengolan has had some limited effect.

**Shoji:** The language of the islands of Shoju. The islands were settled by Jankorians in the seventh century BT and and Shoji has its roots in this language. However, more than a thousand years of relative isolation has created a distinct language. By imperial decree, written Shoji is a particularly formalized language.

### KETARIC FAMILY

Ketaric tongues are shown in yellow. These languages are all descended from Ancient Ketar, the language of the Ketarh barbarians who conquered much of central and eastern Lythia between 1750-500 BT. Ketari languages and peoples are very diverse, strongly influenced by the indigenous tongues and cultures of the conquered regions.

**Anil Ketari:** The language of the western (Anil) Ketari, spoken along the mountainous western edge of the Plateau of Ketarh.

**Besha:** The language of the Beshani nomads of the desert of Beshakan. It is descended from Mafaketa, the dead language of Ketari barbarians who conquered the Mafanese Empire.

**Dalken:** Spoken primarily in Dalkesh, and on some islands in the southeastern Venarian Sea. The language is descended from Besha, influenced by Pechalari.

**Diranese:** The principal language of Diramoa on the east coast of Lythia. Diranese has been strongly influenced by Reshenic tongues.

**Ketari:** The main language of the nomads of Ketarh, derived from Old Ketari. It is the purest language of the group, and has not changed much over the past one or two millennia.

**Kyaman:** The language of Kyamu, descended from Mafaketa with some unique peculiarities.

**Reksyni:** The tongue of the nomads of Reksyna, descended from Old Ketari, but mingled with Quarph, whose ethnic area the Reksyni now occupy.

### NUMEC FAMILY

Numec tongues are identified by red on the language map. This linguistic family is descended from Hepeka, and spoken in and around the Hepekerian subcontinent. The Numec peoples tend to be shorter than average and dark in coloring. The Korlic group tends to be lighter-skinned, probably due to mixing with northern peoples. The Falani are slightly darker. Numec languages are characterized by long vowel sounds with abrupt guttural stops.

**Falani:** The language of Falana in southern Hepekeria, essentially Old Numec corrupted by the Anzelorian language Thonian.

**Korlic:** The tongue spoken along the northwest coast of Hepekeria. Korlic has been influenced by Azeryani, and (marginally) by Trierzi and Ivinian.

**Numer:** The principal language of Hepekeria, spoken by the Numec tribesmen of the central desert. It is the purest survivor of Old Numec.

### The Concordat of the Illimitable Tome

But the peace was not permanent. The Lesser Gods, released from service, began to battle each other and chaos again prevailed. In the course of these wars, many new races and creatures, the sapient mortals among them, were created under various compulsions to serve the gods.

The Lesser Gods were able to reproduce, but they were not invulnerable, and could slay each other. After many had been destroyed, the survivors entered into the Concordat of the Illimitable Tome, the *Ke'lha-Hy-Var-Hyvrak*. The Concordat created laws to govern the ways in which the gods could intervene in the affairs of mortals and to govern the ways in which the gods could compete for supremacy.

Just as the Lesser Gods had engaged in a struggle for supremacy after the peace of the First Gods, so now did the mortals. Originally allowed free access to knowledge, it soon became apparent to the gods that the mortal creatures lacked the wisdom to control this ultimate power. Hence, the gods chose one among themselves, Save-K'nor, to maintain the *Var-Hyvrak* (the Illimitable Tome), wherein would be written all knowledge. Only mortals with the wit to discover this knowledge by themselves could know it.

The complexity of these divine laws is cited as the main reason that the ways of gods are often inexplicable to men. When a deity intercedes to aid an impious scoundrel after denying the pleas of a loyal saint, observers may well shrug their shoulders and say, "'tis the Concordat and not the will of the god".

## THE GODS OF HARN

The inhabitants of Hârn (and most of Lythia) are pantheistic; they believe in the existence of ten major (and hundreds of minor) deities, but most worship only one of these. The ten major deities, named below; are each described in Hârndex:

**Agrik:** *Lord of the Four Horsemen*
**Halea:** *Mistress of Hearts and Loins*
**Ilvir:** *Prince of the Fatherless Multitude*
**Larani:** *The Lady of Paladins*
**Morgath:** *Lord of Chaos*
**Naveh:** *Lord of the Pitch Shadows*
**Peoni:** *Lady of Truth and White Virtue*
**Sarajin:** *King of the Icy Wind*
**Save K'nor:** *Keeper of the Var-Hyvrak*
**Siem:** *Lord of The Blessed Realm*

### The Nature of the Gods

The motives of the gods vary. The kind of universe desired by Morgath, the Lord of Chaos, is different from that wanted by Peoni, the gentle Lady of Truth. Their problem is that they cannot destroy each other without risking all their destructions. The Kethrian Family, in which they seem to be trapped, is not great enough for all of them. Hence, the Concordat limits the actions that may be taken.

Conflict between the gods is now more or less confined to the mortal and semi-mortal planes of Kethira and Yashain. Siem has withdrawn to the Blessed Realm and Save-K'nor has established his neutrality. Peoni is effectively a non-combatant. Larani stands, essentially alone, against Morgath and Agrik. These two evil deities have not formed an alliance, and are almost as likely to act against each other, but it is their works that the Lady of Paladins most tries to undo. These divisions are not simply based on morality. The quasi-war between Larani and the dark pair is more complex than a simple epic. Agrik, and especially Morgath, represent a degree of chaos, a breaking down of order that would greatly change the worlds. To prevent total chaos, and enforce the Concordat, the other gods will usually support Larani, but their inclination is to care for their own concerns.

Yashain is the most active battlefield. There armies of the dead fight border clashes between the kingdoms. From time to time, the forces of Sarajin, Halea, Naveh and even Ilvir take part, but these gods tend to switch sides on short notice; their objective is to maintain a balance of terror conducive to their own activities. This is the situation that has pertained since the Concordat.

## THE CHURCHES OF HARN

All of the major Gods have their mortal adherents, and over time, these followers have created religious institutions to regulate and foster their own variation of the truth. In denying knowledge to every mortal, it is argued in the Libram of The Pantheon:

> *"They [the Gods] chose vessels fit to hold the shadows of their divinity, and men call these vessels priests, and their business religion, and their houses temples."*

The secular power and degree of central authority of the churches on Hârn varies with religion and locale. The churches of Larani and Peoni dominate in the kingdoms of Chybisa, Kaldor, Kanday, and Melderyn, Larani being favored by the feudal nobility, Peoni by the peasant masses. The church of Agrik is prominent in the Kingdom of Rethem. Adherents of Save K'nor tend to be scholars with influence throughout Hârn, on Melderyn in particular.

Sarajinism is the dominant faith of the Ivinian conquerors of Orbaal, while Ilvir holds some sway among their subject Jarin. Siem is primarily worshiped by the Khuzdul and Sindarin, although each race tends to focus their faith through one of two semi-divine minions of Siem. Halea has modest support among merchants and guildsmen in all states, but is most dominant in the Thardic Republic. The two "evil" churches (Morgath & Naveh) have much fewer adherents, both being austere religions that are proscribed and covert throughout most of Hârn.

## Church Hierarchies

The organization of the churches of Hârn vary greatly, but there are some similar ranks and customs. All churches are divided into clergy and laity; the former are the priests and priestesses, those who organize and administer the temples and devote their lives to the service of the deity. The clergy may, depending on the church, have little time for their own pursuits, being totally at the call of their superiors whom they are expected to serve unquestioningly. The laity are simply the adherents of the religion; they will have access to fewer of the mysteries and will be unable to advance beyond a certain point. It should be noted that, while they are often simple folk, clerics will usually enjoy privileged status, even though the fragmentation of the churches, resulting from pantheism, greatly weakens their influence.

Indoctrination into the mysteries of a religion is simultaneous with the accrual of additional responsibility and power. Anyone may (theoretically) be initiated into the rituals of the next "circle", but such knowledge is shared sparingly. In practice few laymen advance beyond the second circle. And even among the clergy, indoctrination into the higher circles has little to do with faith; advancement in a church hierarchy is a matter of politics.

| CIRCLE | USUAL CHURCH RANK |
|---|---|
| None | Any member of the laity with little knowledge of the mysteries, even if pious. |
| 1st | Junior Acolyte or Lay Brother (a follower with a basic religious education). |
| 2nd | Senior Acolyte or Lay Brother. This circle is the usual maximum for a layman. |
| 3rd | Priest or Lay Grandmaster. An ordained priest may grant blessings, hold services. etc. Few clergy progress beyond this. |
| 4th | Bishop/High Priest. A cleric in charge of one or more temples. |
| 5th | Archbishop. The senior priest of the church for a good sized region or small country. |
| 6th | Primate. The senior cleric of a church for a large region such as all of Hârn. |
| 7th | Pontiff. The supreme, mortal leader of the church. None reside on Hârn, and some churches do not acknowledge any Pontiff. |

## Clerical Orders

Hârn is somewhat unique in that most Hârnic clergy are members of a clerical order and most churches are organized into one or more such orders. This is a tradition created by the "barbaric" and "frontier" characteristics of Hârn, compared to much of western Lythia. These clerical orders are identified under the specific deity entries in *Hârndex.*

## Fighting Orders

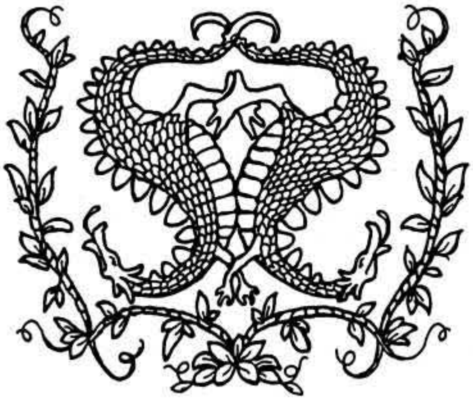
The lay-followers of a deity are not (generally) required to support any particular order, but some lay warriors belong to fighting-orders sponsored by various clerical orders. The fighting-orders are commanded by Lay Grandmasters and comprised of (mostly) a number of knights bachelor. They may also have a commonality, that is a contingent of simple warriors. Fighting-Orders are generally devoted to some "high purpose", such as the religious conversion of some barbaric region, or the protection of an important individual or institution, although some are really cynical, religious thugs. Hârn's religious fighting-orders are identified in *Hârndex* under the clerical orders that sponsor them.

## Canon Law

Legally recognized churches have the right to hold their own courts and administer justice for a variety of religious crimes, including blasphemy, heresy, and witchcraft. Temple courts often use trial by ordeal to determine guilt or innocence. The penalties handed out vary from one church to another; Peonian courts rarely inflict permanent harm on offenders, but Agrikan courts are perhaps overly fond of burning at the stake. Temple courts must obtain secular consent to any death penalties.

## Other Religions

Apart from the ten major churches, there are hundreds of lesser divine and semi-divine entities who are worshiped by various folk. Hârnians are a superstitious lot, believing in the existence of some type of spirit (Kami, Totem, etc.) in every living, and many unliving things. The barbarian tribes of Hârn all possess their own mythologies relating to such beliefs.



## THE EARTHMASTERS

Almost nothing is known of the first (?) inhabitants of Hârn; even their name is lost. They are now referred to as the Earthmasters or Ancients. Surviving murals portray figures of diverse stature and configuration. This might indicate they were either shapechangers or several distinct species. When and from where the Ancients came is unknown. Legends tell of an empire flourishing on Hârn 15,000 to 20,000 years ago. There is physical evidence to suggest their presence in Lythia and many believe that the Ancients controlled all of Kethira. Persistent legends claim the Earthmasters could travel vast distances instantaneously, change the weather, and control the minds of lesser creatures.

### Earthmaster Sites

Stories of the Ancients are so incredible that their very existence could be easily dismissed were it not for the sites and artifacts they left. Scattered across Hârn and elsewhere are mysterious ruins, and considering their antiquity, it is remarkable that anything survives at all. Known sites tend to be remote and physical evidence of roads linking the sites has never been found. Although above-ground remains tend to be poorly preserved, most sites have extensive and well-crafted underground chambers and tunnels. One legend describes the lost city of Lahr-Darin, said to exist in pristine form beneath some mountain on Hârn.

Known Ancient sites have been repeatedly sacked and several outstanding artifacts have been secured by persons of power. The King of Evael is said to possess a *Sli-Hordah,* King Hazmadul of Azadmere is rumored to own the *Kyn-Assard,* and the King of Kaldor is known to keep the *N'Garith.* Diverse Earthmaster artifacts are also in the keeping of several mages of Melderyn. The most enduring and mysterious artifacts of all are the *Godstones* found at all Earthmaster sites.

### The Departure of the Earthmasters

Approximately 15,000 years ago the Ancients suddenly vanished from the face of Hârn. Their departure remains a subject of uneasy conjecture. Why did they leave? Where did they go? Will they return? Some have claimed that the Earthmasters never left, but merely withdrew to the Isle of Melderyn where their descendants reside to this day.

### The Lost Years

The period between the departure of the Ancients and the arrival of the Sindarin is generally referred to as the "Lost Years". No contemporary records or artifacts survive from the period. Hârn may have been totally uninhabited, although some claim it was "An age of dragons, trolls, and fell beasts, that defy description and harm the eye." A few talk of great floods and earthquakes that separated the Hârnic Isles from the continent of Lythia.

## THE AGE OF THE SINDARIN

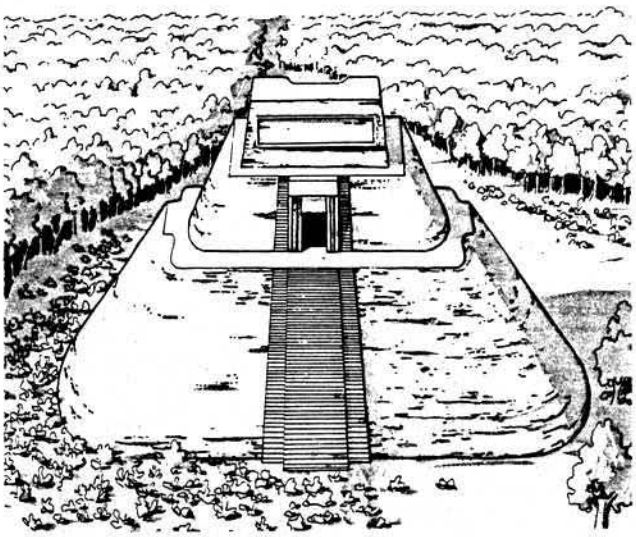
The immortal elves are not noted for keeping much in the way of written records, relying mainly on oral histories, and they rarely speak of their past. Legend recounts that the elves came to Hârn from the east (?) and the date of their arrival is held to have been around 10,000 BT The island was only one of several brief stops the Sindarin planned to make on a journey to the *Blessed Realm,* but unable to resist the pristine beauty of the island, many decided to stay a "while". For three thousand years these Sindarin dwelt in peaceful solitude on Hârn with Siem, their deity. And even when the god decided to continue His journey westwards, some Hârnic elves chose to stay.

### The Khuzdul

The Sindarin remaining on Hârn shared the island with a new race, the Khuzdul. The origins of the dwarven Khuzdul are vague, especially to outsiders who must rely on second-hand myths and speculation. Common legend recounts that Siem awoke the Khuzdul from "...their eternal slumber deep within Kethira's bosom...". How the dwarves came to be on Hârn is far from clear, but the Khuzdul did found two impressive mountain cities at Kiraz and Azadmere around 6900 BT.

### The Codominium

The Sindarin and Khuzdul have vastly divergent world views and have always preferred to dwell in separate communities. Nevertheless, they lived in near perfect harmony for five millennia, a golden age known as *The Codominium.* Then, as now, each race possessed skills complementary to the other. The Sirion Scrolls detail trade and friendly intercourse between the two races, and the existence of a mutual trading center at Pesino is well documented. But with the coming of man, relations between the two elder peoples began their decline.



***Pesino***

## The Coming of Men

Over two thousand years ago the distant heartlands of Lythia spawned massive barbarian migrations that brought human immigrants to Hârn. Some say these were the first humans to reach Hârn, but a mysterious Henge Culture existed, at least on Melderyn, as early as 2500 BT. Since the Sindarin dwelled mainly in forests inland, and the Khuzdul preferred the mountains, both were willing to tolerate the brash, short-lived humans. The newcomers called themselves Jarin and recognized the superior culture of the elder peoples. They swore fealty to the elven king, Daelda, and prospered along the coastal regions of Hârn.

Given their higher birthrate, within a few centuries men soon came to outnumber the elves and dwarves. Inevitably, some Jarin migrated inland from overcrowded coasts and human communities soon dotted the whole of the Hârnic Isles. The Sindarin were increasingly distressed at the humans' clearing of ever larger tracts of forest for cropland. It is likely that bloodshed would have resulted were it not for a greater common threat.

## The Atani Wars

Around 1,600 years ago warlike Lythians began to raid Hârn. At first only a minor threat to coastal villages, the raids increased in severity until King Daelda was forced to order all coastal settlements fortified and garrisoned.. Checked only briefly, the barbarians began travelling up the rivers of Hârn and raiding inland.

After a century of pillage, the barbarians began to land forces intent on conquest. At first King Daelda and his allies were able to expel them, but they were gradually forced to abandon the coasts of Solora and Horadir to these determined warriors. The barbarians pushed inland and a great battle was fought c.683 BT to decide the future of Hârn. Known as the Battle of Sorrows, the invaders were routed, but Daelda suffered a mortal wound.

## The Sindarin Abdication

King Aranath, Daelda's successor, knew the elves could win most battles against men, but they would eventually expend their limited numbers against the endless swarms of barbarians. Aranath renounced his sovereignty over Hârn and withdrew his kinfolk to the Shava Forest, there to found the Kingdom of Evael. The Khuzdul deemed this act a betrayal (which they have yet to forgive) and withdrew to their mountain strongholds. So it was that the elder peoples withdrew from the mainstream of Hârnic history and the island came under the domination of men.

By 500 BT the Lythian invaders had either assimilated or driven the remaining Jarin into exile in the wilderness areas of north and northeast Hârn. But without the influence of the Sindarin and the Khuzdul, the level of Hârn's civilization declined.

## FOUNDING OF MELDERYN

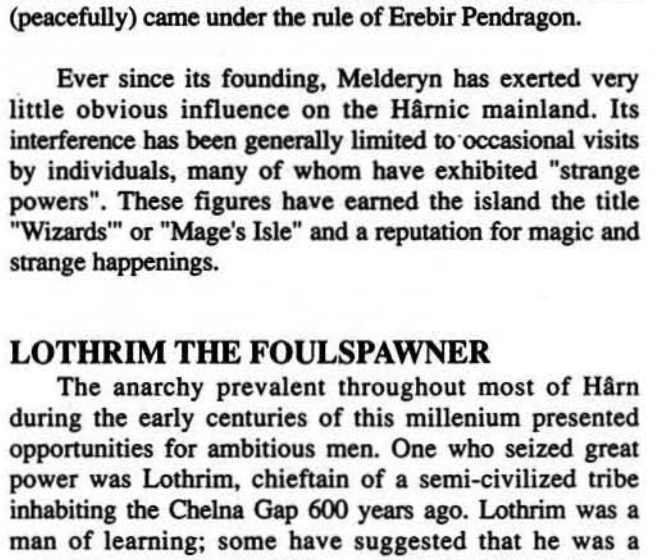
The origins and early history of the island kingdom are obscure. Numerous henge sites, notably Gelimo on the west coast of Melderyn, date from around 2500 BT, suggesting the existence of an advanced culture many centuries before the Jarin migrations to Hârn. In any event, Melderyn was subjected to the same invasions as the rest of Hârn, but assimilated each wave of newcomers without bloodshed. Cherafir was first inhabited during the early Jarin migrations on a site of Earthmaster origin.

Approximately one thousand years ago, five small kingdoms were known to exist on the island, co-existing in a peaceful and loose alliance. The Five Kingdoms period came to an end 720 years ago, in the year from which all other Hârnic dates are reckoned, when the whole island (peacefully) came under the rule of Erebir Pendragon.

Ever since its founding, Melderyn has exerted very little obvious influence on the Hârnic mainland. Its interference has been generally limited to occasional visits by individuals, many of whom have exhibited "strange powers". These figures have earned the island the title "Wizards'" or "Mage's Isle" and a reputation for magic and strange happenings.

## LOTHRIM THE FOULSPAWNER

The anarchy prevalent throughout most of Hârn during the early centuries of this millenium presented opportunities for ambitious men. One who seized great power was Lothrim, chieftain of a semi-civilized tribe inhabiting the Chelna Gap 600 years ago. Lothrim was a man of learning; some have suggested that he was a renegade mage from Melderyn. Lothrim delved deeply into the arcane arts and unleashed a campaign that gained him an empire stretching from the Thard to the Kald



(excluding, of course, the Shava Forest). Lothrim's subjects differed widely in cultural development, from primitive, nomadic tribes who chafed under any external rule, to those who traced their lineage to the early Jarin and who had preserved their pastoral and agricultural skills. City-building was not a major pastime; Lothrim chose Elkall-Anuz, an Earthmaster site, as his capital, but other than this, only the eastern outpost of Kelapyn-Anuz (now Tashal) had a population in excess of 1,000.

### The Foulspawn

Lothrim was obsessed by the mystique of the Earthmasters. Determined to rule all of Hârn, he decided the Ancients had done so aided by a race of humanoid soldier-slaves. By means of arcane arts long forbidden by the Sindarin, he managed to create/import (?) a fast-breeding, short-lived race with very aggressive behaviour. These he called Gargun. They proved violent, rebellious and quarrelsome; Lothrim was forced to govern them with an iron rod and to occupy them with constant wars. He undertook a reign of terror against the surrounding tribes known as the "Tyranny of the Foulspawner".

### The Penultimate Tome

In his unending quest for artifacts of the Earthmasters, Lothrim heard tell of a book, owned by the Khuzan king of Kiraz, said to contain the great secrets of the Ancients. Never wholly sane, Lothrim became obsessed with the thought of obtaining the Penultimate Tome at any cost. Kiraz was also a major obstacle to expanding his empire throughout western Hârn. Lothrim decided to lead an army of Gargun against the dwarven stronghold.

### The Carnage of Kiraz

After a long and difficult march around Lake Benath, up the steep Deret river valley and across the Rayesha Mountains, Lothrim and his army arrived at the mountain fastness of Kiraz. The defeat of Lothrim's weary forces would have been likely but for a freak of fortune. Most of the warrior dwarves had recently departed down the Uthel River to hunt and gather food before the onset of winter. The tyrant's forces burst upon the lightly defended cavern-city and captured it with relative ease. The Gargun engaged in a terrible orgy of bloodlust, rape, and pillage. Every Khuzan male, female, and child in Kiraz was slain and feasted on by the Gargun hordes. Lothrim was delirious when a very old tome was discovered, written in a script unknown to him. Lothrim might have wintered in Kiraz, but supplies were short. So, confident that the power of Kiraz was destroyed, he began the long march home.

### The Battle of Sirion

Meanwhile, the Khuzdul had patiently gathered an army and easily overpowered the small, disorderly garrison Lothrim had left to hold Kiraz. Outraged by the carnage they found, they undertook a furious pursuit. Lothrim and his army, completely unaware that such a force existed, were overtaken at their encampment near Sirion, where they may have been awaiting boats to carry them across Lake Benath. The dwarves fell upon Lothrim who found himself trapped between the Deret River, Lake Benath, and hordes of avenging Khuzdul. A great battle was fought, but the result was never in doubt. Lothrim was utterly routed and the Khuzdul, in no mood for mercy, slew all in reach. Lothrim was taken alive; a chamber was carved under a mountain near Iracu (?), and a screaming Lothrim was cast in. Stone and mortar was brought and the tyrant was entombed with his precious tome, his madness, and an"honor guard" of a dozen starving Gargun. The location and contents of"Lothrim's Tomb" remain a subject of speculation; the Khuzdul will not speak of the Foulspawner.

### Aftermath at Kiraz

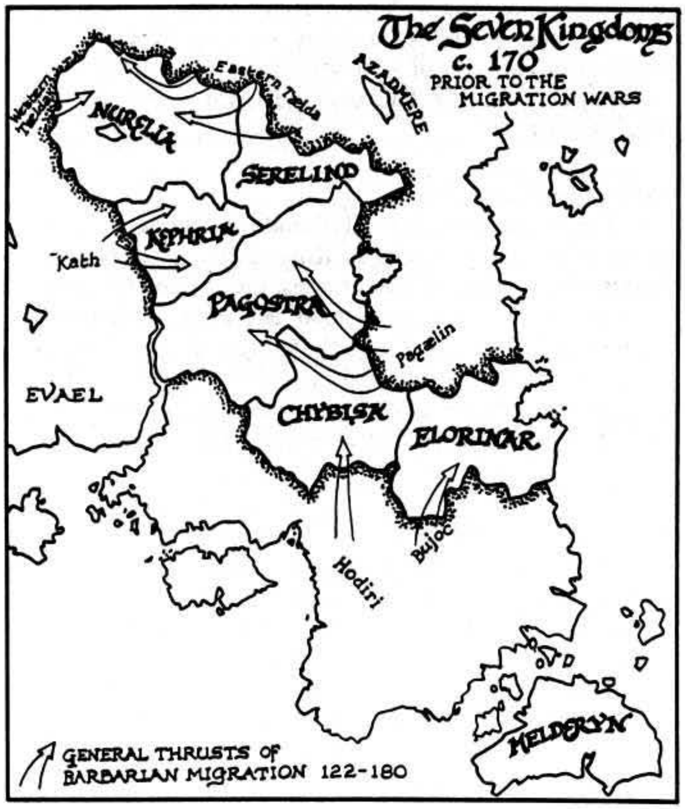
The "victorious" Khuzdul could no longer bear to dwell in the haunted halls of Kiraz. After removing and burning the rotting Gargun corpses, they sealed the gates with "enchantment and good stone" as a fitting tomb for its former inhabitants. Then they grimly marched to Azadmere where their kinfolk gave them refuge. To this day, the Khuzdul are convinced that the Sindarin of Evael should have intervened to prevent the tyranny of Lothrim; the dwarves have yet to forgive this negligence.

### Collapse of Lothrim's Federation

Without Lothrim's charisma and personal power, his "empire" lacked cohesion. When news of his death reached Elkall-Anuz, no successor could hope to overcome the tyrant's legacy of hatred and resentment; the confederation dissolved. Lothrim's former subjects slew or drove out the Foulspawn. The surviving Gargun fled into the mountains where their numerous descendants still live. So ended the Tyranny of the Foulspawner. Elkall-Anuz was looted and abandoned. But on the eastern fringes of his former empire, where the influence of the Jarin and the Melderyni was strongest, new states arose.

## THE SEVEN KINGDOMS

The eastern tribes and states where the Jarin influence was strongest were the most culturally advanced of Lothrim's subjects. With the Foulspawner's demise, six states gradually emerged from the ruins of his empire Some of these borrowed their culture from the Jarin, with whom they had long inter-married; some were undoubtedly influenced by ancient Melderyn. In any event, by 170 TR, seven independent kingdoms (including Melderyn) soon existed in eastern Hârn.



### The Migration Wars

The Migration Wars were directly responsible for the contemporary political states in eastern Hârn. Heralded by the sudden onslaught against western Kephria in 178 by the Kath (a tribe from the foothills of the Felsha Mountains), a period of warfare and migrations known as the Migration Wars began. For sixty years, all but the island state of Melderyn suffered from repeated incursions and pillage from surrounding barbaric tribes.

Why the Kath, Pagaelin, Taelda, Bujoc and Hodiri tribal nations suddenly became so aggressive is not fully understood; historians have been forced to speculate. Some of the tribes are thought to have been alarmed by the sudden appearance of large numbers of Gargun in their mountain ranges. Others may have experienced something of a population explosion as a result of the relative tranquillity following the Tyranny of Lothrim.

### The Founding of Kaldor

The most dramatic events of the Migration Wars took place in the northern kingdoms where all four states were eventually merged into one. In 182 Orsin, the king of Pagostra, perceived no way to turn back the advancing Pagaelin; he appealed to Medrik I of Serelind for help. Medrik agreed, but the price of his aid was a promise of fealty. The combined armies of Serelind and Pagostra defeated the Pagaelin at the battle of Kobing in 183. The following year, Orsin kept his vow and surrendered his realm to Medrik in return for an earldom in the larger state.

Meanwhile, Kephria had suffered acutely at the hands of the Kath. Defeated at the Battle of Hosat in 178, Kephria had lost most of her lands west of the river Kald by 185. When King Torbet died at the battle of Lareb Hill (in the Kathela Hills) in 187, leaving only young children as heirs, Medrik I marched into the Kephrian capital of Tashal. The population was thoroughly demoralized and most Kephrians welcomed the peace and security pledged by Medrik in return for their fealty The following year, with Serelind and the remnants of two other kingdoms under his control, Medrik proclaimed the Kingdom of Kaldor.

Finally, as the Migration Wars were drawing to a close, a succession crisis arose in Nurelia in 235. The crisis prompted a baronial revolt that threatened to tear that northern kingdom apart. One faction offered the crown to Kalabin of Kaldor but not all of the nobility desired a foreign king. At the battle of Olokand in 238, Kalabin put down the last dissenters to secure his new fief. For the next century, Kalabin and his heirs were able to maintain the Kaldor against all external threats while patiently building a strong feudal state.

### Chybisa Beleaguered

The southern kingdoms also felt the brunt of the Migration Wars. Chybisa, founded in 160 by a Melderyni knight, was almost totally eradicated by the rampages of the Bujoc, Hodiri, and Pagaelin. Having lost most of her territory, only brilliant generalship allowed her to defeat the barbarians at Burzyn in 227. Chybisa was then able to maintain her precarious independence as a tiny kingdom.

### The Demise of Elorinar

Elorinar, founded in 155 by Nathwic, did not survive as an independent state. The Elorinarian town of Laket was sacked by the Bujoc in 218 and king Janakor was slain. For nearly four years the Bujoc defeated every army that Elorinar could muster In a desperate effort to save his realm, King Korab declared fealty to king Shelir I of Melderyn in 223. Over the next two years Shelir sent several emissaries to the Bujoc and was soon able to announce the Peace of Anadel. How the Melderyni king turned the Bujoc into (relatively) peaceful tribesmen remains a mystery.

## THE CORANI EMPIRE

In the west of Hârn, several states rose and fell in the wake of Lothrim's empire, but none achieved any degree of permanence until the fertile Thard Valley gave birth to the Corani Empire. The region's heart was inhabited by the Corani tribes who, just over four centuries ago were united under a warrior king called Corthir. His new kingdom extended barely twenty leagues east and west of Coranan and was confined to the north bank of the Thard.

At first, the empire faced only (relatively) barbaric tribes in its drive to expand. Kings Kusem and Lobir awarded fiefs to trusted relatives, and faced more of a threat from home grown assassins than from the barbarians. Only the Merdi, the federated tribes west of the River Gomisen, were able to halt the Corani armies. By the death of Lobir, the kingdom's western border was at the Gomisen, its eastern was near Telen, and it held some lands south of the Thard.

### The Hefiosa Campaign

The fourth Corani king, Raelan, mounted a major campaign against the Hefiosa region where the natives, augmented by brigands, had long been troublesome. The early winter of 365 trapped Raelan's army deep within the mountains and, by spring, its much depleted ranks were no match for the locals. The canny barbarian leader, Adjak, harassed the Corani army with nightly raids; Raelan's retreat turned into a rout and he was killed.

### Arosta the Conqueror

The disaster might have proved fatal, were it not for Raelan's young son Arosta. The tribes of Hefiosa flocked to the banners of the victorious Adjak, who led them from the mountains intent on laying waste to Coranan itself. The tribesmen were unstoppable and it was only their delays to loot that gave Arosta the time to raise a new army. At the battle of Ostenin 367, Arosta inflicted a crushing defeat on Adjak. For the next two years, the tribes were subjected to a bloody series of campaigns, culminating in their near total extinction by 369. Adjak disappeared without trace, and Hefiosa was annexed.

His northern flank secure, Arosta advanced up the Thard to the shores of Lake Benath, into the region inhabited by the Shira who were easily defeated at the Battle of the Source in 372. A similar fate befell the Komii and, by 373, Arosta had better than doubled the size of the Empire. After a few years consolidation, Arosta completed his conquest of the Thard valley by defeating the Merdi in 377.

### Founding of the Empire

Arosta's son, Malian, concentrated on consolidation. He was the first Corani ruler to take the title emperor and founded the cities of Merethos (now named Golotha) and Shiran. Malian is also credited with the creation of the Corani civil service, an organization that had no rival in sophistication or complexity.

Kobar succeeded his father at the age of 23. He expanded the empire south to the River Eryn but attempts to conquer Peran were less successful. A trail was blazed north and a fort was built at Kustan in 414. Several defeats were inflicted on the wild tribes of Peran, but still they rose in repeated and bloody rebellions, earning the name "the Scarlet Ribbon" for the trail which led to Kustan. Peran would prove to be an immense drain on the empire's resources, but despite this, internal economic development was dramatic. A population explosion brought new lands under cultivation and trade prospered.

## THE KINGDOM OF ALEATHIA

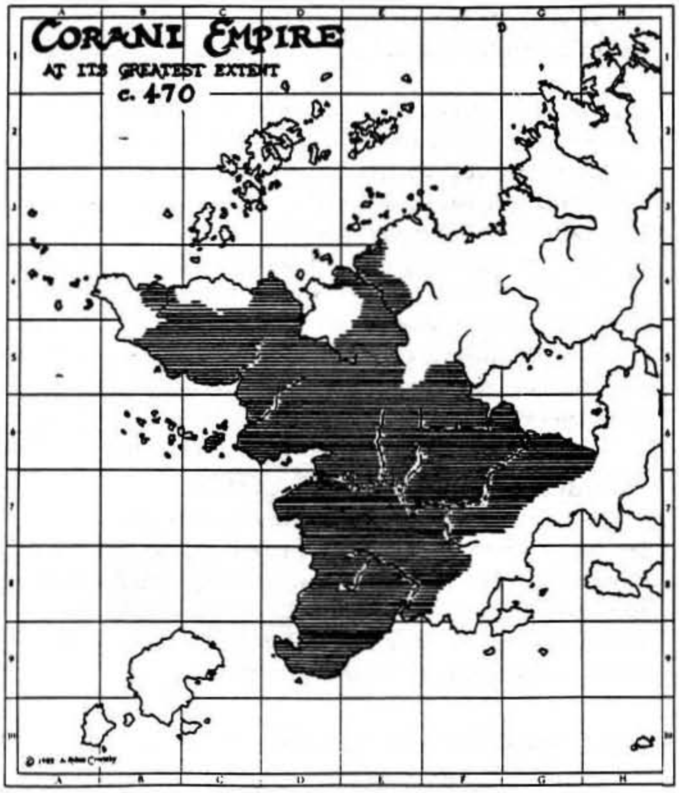
During the rise of Corani power, a rival kingdom developed south of the River Eryn in southwest Hârn. Around the year 356, the Aleta tribes were unified to build their own kingdom, named after its capital city of Aleath. The Kingdom of Aleathia was able to resist Corani expansions southwards for almost a century.

### The Corani Succession Crisis

When the eighth Corani emperor, Laketta, died heirless after an ignoble reign, a complex power struggle ensued. The current king of Aleathia, an ambitious and impetuous ruler called Xuaka, sought to take advantage of Corani weakness. Xuaka had spent fourteen years expanding Aleathia along the disputed west coast and saw himself as a man of destiny. In 443 he invaded the southern domains of the Corani and seized Heroth. However, the invasion was the catalyst needed to solve the problem of the Corani succession. The empire's pragmatic nobility promptly chose a soldier called Mejenes for the throne.

### Mejenes the Great

Mejenes had royal bood and was a veteran of border wars. Xuaka's military skills may have been equal to that of Mejenes, but the resources of the Corani Empire were far greater. After four years of protracted war, which included victories for both sides, Mejenes was able to pen Xuaka inside the walls of Aleath while the Corani army laid waste his kingdom. Xuaka could do little but accept the terms of peace offered by Mejenes in 447. The Kingdom of Aleathia would be restored to its pre-war borders for the balance of Xuaka's life, but would then be willed to the Corani Empire. When Xuaka died of natural causes six years later the terms of the peace were honored and Aleathia became a Corani province. Mejenes died in 465 and was buried amidst an unprecedented outpouring of public grief. Other emperors had done more to improve the lot of their people, but it is always the great soldiers who are best loved.



## Decline of the Empire

With the last obstacle to Corani hegemony in the west removed, the empire seemed destined to rule all Hârn. Another emperor of Mejenes' skills might have done so, but the six emperors who followed him were not soldiers. Mejenes' own son, Sylud the Scholar, was vehemently opposed to military spending, which led to the total collapse of the northern province of Peran when Kustan was captured in 477, its garrison massacred by the Kubora.

With the exception of Mindrithar, the empire was then cursed with a series of incompetent emperors. Saurach was a religious fanatic who promptly got himself assassinated after seeking to ban all religions other than the Church of Agrik. Korad was a pliable moron, totally unable to control the acquisitive Corani nobility. Shorka chose to ignore affairs of state and appointed his eccentric court astrologer, Workol, as chancellor. Workol managed to alienate nearly everyone with excessive taxation and nonsensical policies based on his readings of the stars and planets.

The last emperor, Medak, was a vigorous and strong emperor but came too late to save the empire. He clearly perceived the rot and decadence that had infected the realm although his cure may have been worse than the disease. One of his first acts was to execute Workol and then hundreds of others were put to death by impalement. One of these was the prophet Balsha.

## Balsha the Prophet

Born of a common soldier in the Corani province of Rethem in 520, Balsha was destined to become the most important religious personality in the history of Hârn. At 32, this charismatic priest of Morgath achieved prominence by correctly predicting a hard winter and poor crop. Over the next six years, Balsha's fame grew. Aided by a destructive series of plagues and famines which the imperium could not check, his preaching of Balshanism, a heresy of Morgathianism, and the uncanny accuracy of his prophecies, won him a large following. Medak thought it wise to terminate the rantings of this "petty troublemaker" and Balsha was dragged to the impaling stake in 558 at the age of 38. His dying words are reputed to have been:

> *"Now I, freed of the burdens of cloying flesh, enter the pure state of undeath. They that would have life eternal above the allotted instant of mortal man, they that would live half forever, instead of all now, they that would wish the gratitude of men yet to be born, and they that would love the true master of men's souls may follow. Cast down the decadence and futile misery of blind tyranny..."*

Balsha's lieutenants made these words a call to arms. Thousands flocked to the martyr's birthplace of Ithiko and the Balshan Jihad was born.

## The Balshan Jihad

The disastrous Red Death, a deadly plague that ravaged all Hârn at this time, fed the rebellion. By 560 the whole of Rethem was under Balshan control, where Medak's purges had seriously depleted the army's will to resist. Encouraged by their success, the Balshans gave siege to the city of Merethos in 562 and it fell after a brief siege. Its captors gave the city its present name, Golotha, which is believed to come from the secret tongue of the church of Morgath, and to mean something like "dark victory".

After a brief respite, the victorious rebels surged out of Golotha intent on winning an empire. Several battles were fought, but nothing could prevent the Balshan onslaught. The city of Coranan was soon under siege. The defences of the Imperial capital were very strong and it is possible the rebellion might have petered out. However, at this crucial time, Horahnam, the ambitious Corani governor of the city of Shiran, embraced the jihad, surrendering the city in 564. After an investment of Coranan for two years, Emperor Medak was captured, with many of his court and kin, as he attempted to flee to Aleath. Its stores exhausted, disease rampant, and with a clear view of the hill where the emperor and his retainers were impaled, the morale of Coranan's defender's crumbled. Coranan surrendered to the Balshans in 565.

## THE THEOCRACY OF TEKHOS

Although the city of Aleath was to resist the rebels for seven more years, forming an independent republic from 565-572, the Corani Empire was dead. With the fall of Coranan, a power struggle ensued among the victorious Balshans. The Morgathian church, itself chronically disunited, also proved incapable of forming a government. After two years of internecine butchery, Horahnam of clan Tekhos emerged as the sole leader after an astute combination of political maneuver and assassination. He founded the Theocracy of Tekhos in 568 with Shiran as its capital.

Casting a malevolent eye southwards, Horahnam ordered the city of Aleath taken. Tekhosian forces swept down and gave siege to "the fairest city of man" in 569. Although the city held out for three long and bitter years, there was no hope of relief and its defenders resigned themselves to their eventual doom. Hundreds of Aleathians slew themselves and each other rather than witness the fall of Aleath and the rape and pillage that would follow. When the city's walls were breached in the late spring of 572, very few Aleathians survived the terrible bloodbath; those who did remembered it as the "Agony of Aleath".

### The Aleathian Odyssey

One month before Aleath fell to the Tekhosians, a few hundred Aleathians fled by sea to undertake what is now known as the Aleathian Odyssey. Comprised of nobles, priests, artisans, merchants, farmers (supposedly chosen by lot) and many children under 12, they boarded a motley fleet of some fifty ships and sailed eastward into the Gulf of Ederwyn, with the intent of founding a "New Aleath". Written accounts of the Odyssey describe horrific storms and fanciful sea monsters. It is known that fully half of the vessels disappeared, although other legends recount that some of these unfortunates actually survived to found colonies at various likely and unlikely spots around the Gulf of Ederwyn. The remaining fleet eventually made it to the island of Keboth, where they were succored by the Sindarin. There (or possibly before - the records are ambiguous) the refugees met with a Melderyni mage called Genin. Under his guidance, the weary Aleathians sailed through the Indatha Straits to found the city of Thay in 573.

### A Reign of Terror

The capture of Aleath removed any possible threat to Horahnam and he quickly turned the Theocracy of Tekhos into a violent and repressive dictatorship. Many Thardans had rejoiced at the casting down of the corrupt empire. Soon they came to realize that their old masters had known little of real tyranny, when compared with the butchers of Tekhos. Dozens of religious tribunals were established to crush opposition to the new order. Thousands of the nobility, their retainers and sympathizers were impaled, or forced into outlawry to escape the purges. In the cities, perverse Morgathian rituals, spectacles, public torture and execution became commonplace. It must be admitted that the spectacles were popular among the masses; many cheered the butchers on, until they themselves were carried off at midnight by the dreaded inquisitors.

Such tyranny could not be tolerated forever. Horahnam was assassinated in 588 during a visit to the Temple of Morgath in Coranan. The identity and number of the assassins was never established; the tyrant's headless corpse bore fifty stab wounds, which suggests that more than one assassin was involved. Spontaneous rebellions soon erupted throughout the theocracy. The life of any priest of Morgath, any friend or relative of Clan Tekhos, was forfeit. Only Golotha resisted the revolt. Within two months the rule of Tekhos had died as violently as it had been born.

### The Interregnum

With the collapse of the Theocracy, Tharda fell into three decades of chaos and dozens of petty states vied with one another to establish or resist a new empire. Large bands of brigands operated unchecked; the distinctions between bandits, mercenaries, raiding tribesmen and legitimate armies became academic. Trade collapsed and the nefarious roaming bands consumed the wealth of the countryside. Coranan tried vainly to revive the Corani Empire. A second Aleath Republic was born in 612, the Kingdom of Kanday in 620, the Coranan Republic in 621, and the Shiran Republic in 625. Golotha and Rethem were lonely relics of the hated theocracy.

## THE FOUNDING OF KANDAY

The house of Kand, minor nobility of the Corani Empire, first achieved prominence when it was outlawed by the Theocracy of Tekhos in 575 for sheltering enemies of the state. Fleeing the impalers, the clan went into exile and sought refuge in the Mimea Hills. Led by the young Andasin, the clan and its followers harassed the forces of the government despite several attempts to exterminate them.

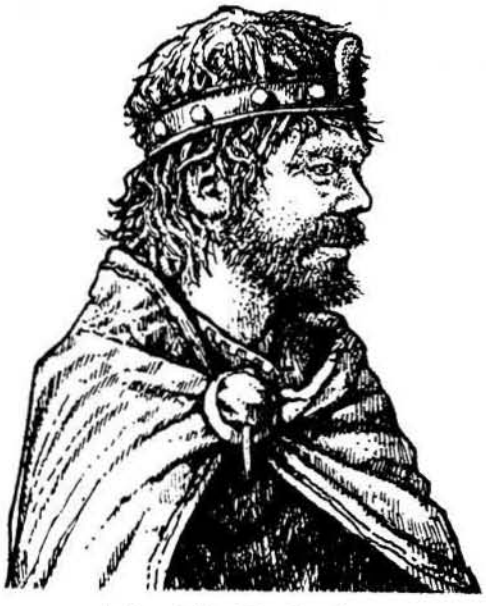
With the collapse of the Theocracy in 588, Andasin seized Ibonost from its Tekhosian governor in 589 to found the Kingdom of Kanday. Andasin proved himself a genius at siege warfare. He took Edino Keep from its vicious warlord in 598, after a night assault in small boats across the Eryn River. His crowning achievement came in his old age when he took Dyrisa castle from its Morgathian overlord in 620. A devout follower of Larani, Andasin established the Order of the Checkered Shield in 622 and gave them responsibility for guarding his northern frontier. Around 624, Andasin began a sad decline into senility to die in 627 at the venerable age of 69. All of his sons having died in battle, Andasin was succeeded by his grandson, Andasin II.

Andasin II was a man more inclined to negotiation than war. He made alliances with the petty states on his borders, including the Aleath Republic. The republic had restored order to the city and its environs during the Interregnum but was unable to extend its power much beyond this. The senate of the young republic, noting the ascendancy of Kanday on its northern frontier, and impressed with the competence and policies of Andasin II, voted to join with the kingdom in 633. Aleath was granted a liberal charter recognizing its rights as a freetown within the kingdom. By the time Andasin II died in 654, Kanday was strong, vigorous, and prosperous. Its gentle influence had spread throughout much of southwestern Tharda.

## ARLUN THE BARBARIAN

Towards the end of the Interregnum, the Kubora of Peran were united for the first time under Arlun the Barbarian, a tribal leader of great personal charisma and no small skill at arms. By 625 Arlun had become the acknowledged chieftain of nearly 90 Kubora tribes, and convinced of a great destiny, planned his conquest of the south. For four years he bided his time, training his men in the arts of war that were to win him a kingdom.

Arlun's hordes swept down into Rethem in 629, ruled at that time by the "Golotha" or "Second Theocracy". Shostim was quickly taken but there was little time for rejoicing. The castle was immediately counter-attacked from north and south. Arlun's brilliant defense held Shostim against repeated bloody and wasteful assaults, forcing the besiegers to retire. Wasting no time, Arlun left half of his army to hold Shostim and advanced northwest to capture Tormau after a brief siege in 630. By 632, Arlun held all of Rethem north of Shostim, then took pause to consolidate his gains.



*Arlun The Barbarian*

## The Founding of Rethem

Arlun felt strong enough to resume the war in 635. One third of his army attacked and seized Quste with much noise, while the remainder led by Arlun moved southeast to cross the Thard and take Thiri. Golotha gathered an army twice the size of Arlun's and marched north to take the bait at Quste, completely unaware of Arlun's presence at Thiri. The Kubora holding Quste retired to Shostim as planned, pursued by the Golothan army. Sensing victory, the Theocracy's incompetent generals once again threw waves of men at Shostim, but the defenders held.

Meanwhile, Arlun had marched on Golotha from the southeast and found it lightly defended. The city was easily taken by Arlun in the late summer of 635. When the besiegers of Shostim heard the news of Golotha's fall, they realized they had been outmaneuvered, lifted their siege, and marched south to recapture their city. There they found Arlun had organized a solid defence. Facing the prospect of a long siege with few provisions and a hostile army in their rear, the besiegers decided to come to terms. The Kingdom of Rethem was proclaimed in the autumn of 635, Arlun its first king.

Arlun's next few years were spent extending his domains east and south, taking Menekai and Senun from the Thardic League in 639, and establishing his southern border at Dunir and Menekod by 654. His persecution of Morgathian theocrats only succeeded in driving them underground. However, by 650, he felt secure enough to restore religious freedom. His Kingdom was the largest since the Corani Empire, extending from the Gomisen River to Cape Vikod, and from Ternu Heath to the Pemetta River.

## THE THARDIC LEAGUE

In central and northeastern Tharda, two republics arose from the Interregnum; the Coranan Republic in 621, and the Shiran Republic in 625. Both had similar political structures, senates controlled by wealthy families many of whom made their fortunes in trade. The two republics formed a mutual defence alliance in 632. Then the threat of Arlun the Barbarian weighing heavily, the two republics voted to form a League in 636. The league created the office of Autarch, to be held by men of military experience, who would have responsibility for external affairs and defence, while the republics were to retain internal autonomy. Autarchs were to be elected for seven years, and could serve only once. Neradas of Shiran was chosen the first Autarch. His first duty was to create an integrated League army, that would later be called the Red Guard. Personally commanding the guard, Neradas faced an incursion from Rethem loosing Menekai and Senun, but halting the invasion at the Gomisen River.

## The Five Year War

The two succeeding autarchs both sought to expand their power by employing the Red Guard to annex new territories, notably the region of Kom in 654. Autarch Jalien undertook to extend the League's holdings south of the River Thard. He oversaw the conquest and annexation of the petty state of Moleryn in 661 but was slain by a stray arrow. Since Moleryn was allied to the Kingdom of Kanday, Queen Arelora demanded the withdrawal of League forces but her ultimatum was ignored by Jalien's successor, Colura of Coranan. Arelora declared war and five years of sporadic fighting began.

Although dozens of minor skirmishes took place, only two battles were of any significance. Queen Arelora left the conduct of the war to her lieutenants. A disorganized Kandian army was soundly defeated by Colura at the Battle of the Teb Marshes in 663, leading to the loss of the royal keep at Ibonost. The fall of Ibonost, which had been the first major holding of the Kandian dynasty, infuriated Queen Arelora. She took personal command of her army. The sight of the diminutive fifty two year old queen, bedecked in armour, served to rally the demoralized Kandians. The armies of Kanday and the League came to battle near Quivum in 665, where the "avenging queen "inflicted an ignominious defeat on Colura.

Urging her army forward, Arelora went on to take Eidru and Kuseme and might well have captured Coranan had not the wide Thard River checked her advance. Colura sued for peace. The League was allowed to keep Moleryn but Ibonost was returned and Kanday received the more valuable Eidru and Kuseme. The treaty was signed in 666; both sides considered the war won.

## THE THARDIC REPUBLIC

Aglir of Telen was the League's last Autarch. The growing regal overtones of the office had made many senators uneasy. Some began to privately advocate the merging of the two republics to counterbalance any imperial pretensions held by an Autarch. Aglir antagonized this anti-imperial faction when he chose his own son, Taresir, to be deputy commander of the Autarch's Guard in 670, and when he involved the League in the Salt Wars with Kaldor without senate approval.

Aglir's easy victory against Kaldor at the Battle of the Chelna Gap in 672, silenced the few brave souls who had been critical, but when the Guard was routed at the Battle of Ramala Gap in 673, and an embarrassing peace with Kaldor signed, his enemies in the League moved swiftly. Rumors to the effect that Aglir's ambitions included kingship sprang up with alarming rapidity. To avert some of the blame for the military defeat, Aglir had 43 officers arrested, tried and executed for treason in 674. His son Taresir, the man most responsible, was not one of them.

Aglir now faced army unrest, and events came swiftly to a climax. Anti-imperialist riots spread throughout Coranan. Aglir declared martial law and prepared to arrest certain senators in both cities. Before this could be done, four of his personal guards stabbed him to death. The next morning, the senates of both republics passed identical decrees to abolish the office of Autarch and establish a committee to explore the creation of a joint state. Within three months, the Thardic Republic was in being, its seat of government in Coranan.

## RETHEM IN CHAOS

The proudly independent Kuboran tribes of Peran were united only by the charisma of Arlun the Barbarian. When he died in 656, they renounced their loyalty to his son, Obras. Thus the entire region of Peran was lost to the Kingdom of Rethem and the new king was was too occupied with numerous revolts in the south to attempt to regain the northern marches. Much harried, Obras was slain while putting down yet another rebellion at Tormau in 672, leaving a kingdom in chaos to his son.

Nemiran sought to reunify the kingdom. Taking Kanday as a model, he parceled out his domain to trusted retainers and gave up trying to rule the whole himself. The impressive citadel at Golotha was renovated and became the king's princial seat in 678. Nemiran soon came under the influence of the resurgent church of Agrik and proved the tenet that none are so zealous as the recent convert. He founded the orders of Demon Pameshlu the Insatiable and the Octagonal Pit, and financed the construction of a new temple to Agrik in Golotha. In 681, the last year of his reign, Nemiran granted Menekai to the Order of the Red Shadows of Herpa, and Menekod, Hyen, Dunir, and Selvos, to the Order of the Copper Hook.

King Nemiran was assassinated on the steps of his palace in Golotha, on midsummer's day, 681. It is likely that the blows were struck at the order of Puril, the ambitious commander of the king's bodyguard. On Nemiran's sudden demise, Puril sent troops into the streets to maintain order and proclaimed himself regent until a proper successor could be found. Several candidates for the throne came forward; all died mysteriously before they could take the throne. After six months Puril "reluctantly" took the crown himself.

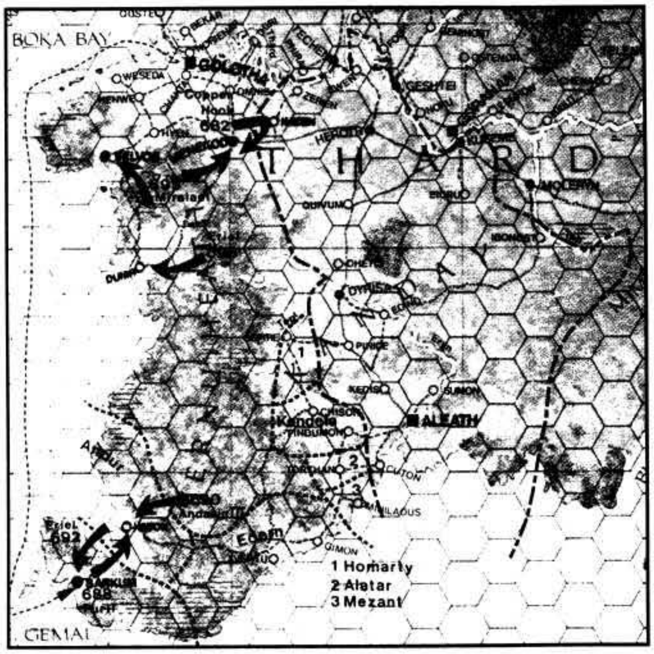
## Ezar's War

In 682, the Order of the Copper Hook suddenly attacked the Kingdom of Kanday without provocation. Advancing northeast from their castle at Menekod, the "knights" of the order laid siege to Imiden but were forced to quit the field when the Order of the Checkered Shield sent a relief force. The Grandmaster of the Copper Hook, Ezar of Clan Zhirdoka, appealed to Puril for aid; thus began what came to be known as Ezar's War.

The armies of Rethem and Kanday engaged repeatedly, but without much effect, all along their border for the next six years while Puril hatched a scheme to win the war by less direct means. In 688, an army led by Puril, embarked by sea from Golotha and landed near Sarkum. Puril's plan was to seize Sarkum and march east on Aleath, thereby flanking Kanday. Surprise was achieved. Puril quickly overwhelmed Sarkum and Hebon, both independent allies of Kanday, but Puril suffered a mortal wound and died early in 689.

Puril's son, Kabe, succeeded his father but the transfer of power gave Kanday valuable time to respond to the Rethemi strategy.. The surviving petty states west of Aleath declared fealty to the Kandian king, Andasin III. When Kabe arrived at Sarkum by sea from Golotha,he found himself besieged by a fresh enemy force. Kanday recaptured Hebon in 690 although Andasin III was killed in the final assault. Kabe was still trapped in Sarkum. Any hopes he may have entertained that Kanday would lose heart with the death of their leader were dashed when the enemy rallied to the young Queen Eriel. In 692, fire broke out in besieged Sarkum in which Kabe perished. The castle surrendered, but Ezar's War went on.

Chafin I was Kabe's eldest surviving son. A competent strategist, he was able, except for the loss of Dunir in 693, to maintain the stalemate along the Kandian border. Determining that indirect methods could still win the war, he instructed the Order of the Crimson Dancer to assassinate Queen Eriel in 694. The murder did not, however, have the desired effect. The assassin was caught, and when she confessed (under torture) and implicated the Rethemi king, all Kanday was outraged.



*Ezar's War*

Mirelael succeeded her elder sister in a storm of fury against the Rethemi. Her armies seized the fortresses of Selvos and Menekod in the swift campaign of 695. To this point, only lands held by the Order of the Copper Hook had been lost by Rethem. Fearing that some of his own lands might soon be conquered, Chafin sought terms. The Peace of Selvos was signed in 697, ending a bitter 15 year war in which two monarchs from each side and many thousands of men had died. The peace established, more or less, the present Rethem-Kanday border.

Kanday emerged stronger than ever from Ezar's War. The independent states west of Aleath, and lands taken from the Order of the Copper Hook, had been added to the kingdom. Rethem, on the other hand, verged on civil war. Chafin had the notorious Ezar assassinated in 698. The Order of the Crimson Dancer enjoyed the disfavor of the king to the extent that they emigrated to Orbaal in 701. Chafin I was assassinated in 703; this time no one was caught.

## KUSEME WAR

Andasin IV, the current ruler of Kanday, succeeded his mother, Mirelael, in 707 at the age of 17. The first five years of his reign were as peaceful as the problems along the border with Rethem would allow. Andasin IV would have preferred to maintain the Kandian tradition of peace and was distressed when he became embroiled in a war with the Thardic Republic in 712. The war started, probably as a result of a misunderstanding, when the Kandian Earl of Kuseme sent a band of knights to assert his control over a few disputed villages east of Eidru. Kronas, the Marshal of Ramala Province, took exception and moved forces to challenge the Kandian earl.

Kuseme Castle is clearly visible from Coranan and linked to the city by the Kobar Bridge. The Thardic Senate was in a hawkish mood and anxious to recover Kuseme, lost during the Five Year War; it made this minor crisis a pretext for war. Kronas was ordered to attack and seize Kuseme and he did so with dispatch. After much maneuvering, the opposing armies met in the autumn of 712 and Kronas emerged the victor. Eidru Keep was seized by Kronas; Kuseme was besieged.

The onset of winter prevented further conflict. The young Kandian king was not interested in war and offered peace. Before hostilities could resume in the spring, a peace was concluded which gave Kuseme and Eidru to the Thardic Republic. Kronas was furious, believing that he could have conquered all of Kanday. Privately, Kronas still believes that the senate acted out of jealousy and fear; the hero-worshipping masses are always fond of successful generals. In any event, the Senate was more than happy with the territorial gains, annexing the former Earldom of Kuseme as Eidel Province. To placate Kronas and his followers, the general was rewarded by being made both

Marshal and Magistrate of the new province. Kronas still holds both offices. Although a few senators have expressed unease none have yet challenged his considerable power.

## CHYBISA: The Melderyni Kings

After her near destruction in the Migration Wars, Chybisa's monarchs built carefully. Her fortifications were respected by the surrounding tribes and the vigilance of her defenders was well known. But after a century of relative peace she had grown decadent and her nobility had grown complacent and apathetic. At the beginning of the fifth century, renewed barbarian aggression (by the Hodiri and Pagaelin), and their harassment of caravans and traders, caused alarm in Chybisa. When Verlid VI died heirless in 409, the barons of the kingdom offered the vacant throne to Imadain I of Melderyn, in the hope that fear of the island realm would keep the tribes at bay. It did. The barbarians quieted almost immediately and Chybisa relaxed back into prosperity.

Between 409 and 475 a council of Chybisan barons governed in the name of four Melderyni kings. A bastard succeeded to the Melderyni throne (under the island kingdom's ambiguous succession laws) in 475. The Chybisans were outraged. The barons of Chybisa seceded from the island realm and elected one of their number king Sharat I. Arabar II of Melderyn proclaimed that he did not recognize the legitimacy of the new king, but took no further action. The succeeding Chybisan monarchs enjoyed almost 200 years of peace.

## KALDOR: A Tradition of Rebellion

Kaldor has had a long history of rebellion, interspersed with periods of recovery. Soon after the founding of Kaldor in 188, the kingdom developed a tradition of unrest as powerful barons were forever in conflict with the strong royal government. This culminated with a disastrous Civil War on the death of King Maranos in 362.

### The Kaldoric Civil War

The clearly legitimate successor to Maranos was Aidrik II, but many of the barons backed a rival claimant who promised them greater regional autonomy. Fierth of Qualdris claimed to be Aidrik's elder brother, born on the wrong side of the blanket. Neither claimant could fully command the loyalty of their followers. For fifteen years all that was achieved was to lay waste the countryside. In 377, Aidrik II, acting on treacherously false information, was caught in the open with his army by a superior rebel force near Kiban. Despite the defection of several of his vassal-lords, he and his army fought bravely, but Fierth won the day. According to popular history, Aidrik was captured and slowly roasted alive over an open fire.

### The Restoration

Fierth the usurper failed to deliver the powers promised and was forced to defend his crown ruthlessly on several occasions from the very barons who had supported him. Fierth preferred subtle methods; he corrupted the judicial system to his needs and levied ever greater taxes. Many barons were tried and executed for treason. On his death, a major revolt erupted. Uthred, his son, was able to subdue this rebellion but was unable to win the support of his recalcitrant nobility. He was slain by a band of knights while hunting in 406. The barons assembled to choose an heir and Aidrik II's only surviving son, who had been given refuge in Chybisa, was handed the crown. The new king took the name Aidrik III and promised to rule in a manner respectful of the barons' rights. All were tired of war and for nearly 100 years conciliation and compromise became the principles that would govern Kaldoric politics.

### The House of Elendsa

During the sixth century, Kaldoric rulers again began to gather powers at the expense of the barons. Some kings and queens proved unable to use those powers wisely. With the death of king Iemald in 599 the lack of a clearly legitimate successor sparked a violent revolt among the barons. The baronial revolt (really another civil war) was waged sporadically by some fifteen claimants. By the time Haldan the Elder of clan Elendsa emerged the victor, the kingdom again faced long years of reconstruction. Both Haldan the Elder and Haldan the Younger, his son and successor, and Queen Chelebin III, sponsored the sentimental movement towards "a new age of chivalry" in present day Kaldor.

### The Salt War

Queen Chelebin's son, Torastra was a born warrior. He cared little for the lofty principles of knighthood and was forever seeking ways to put the well trained flower of Kaldoric chivalry to practical use. When a dispute with the Thardic League over the salt trade erupted, Torastra is believed to have been ecstatic. But his eagerness to engage in battle betrayed him. Quickly gathering some of his knights, he undertook the long westward march with indecent haste, caring little for the logistical requirements of a foreign campaign. He led his followers straight into what amounted to a clever ambush laid by the Autarch Aglir, and was effectively beaten at the Battle of the Chelna Gap (672). Torastra returned to Tashal and contemplated the merits of the"dishonorable" style of warfare his opponent had exhibited.

The following year Torastra set out again with a larger, better prepared army. This time it was he who surprised and defeated the League's army at the Battle of Ramala Gap in 673. Leaving the peace settlement to his lieutenants, whereby Kaldoric merchants gained valuable trading rights in Tharda, Torastra began looking for another war.

### The Treasure War

In 674 thieves broke into the treasury of king Torastra of Kaldor and stole a jewel-encrusted, allegedly enchanted sword that had belonged to Calsten, the second king of Serelind (142-162). The thieves smuggled the priceless weapon to Burzyn and news soon reached Tashal that it had been sold, in open market, to a Chybisan nobleman. Torastra sent word to king Balesir of Chybisa demanding the return of the ancient heirloom. Balesir was unable or unwilling to recover the blade and may have doubted its very existence.

Still savoring his victory in the Salt War, and always spoiling for a good fight, Torastra marshalled his men and knights. In the spring of 675, Torastra's army swept down the Genin Trail and crossed the Ulmerien on both sides of Burzyn. After almost 400 years without a real war, the Chybisan army was easily routed by Torastra's veterans. Withdrawing into Burzyn, Balesir held out for three years, supplied only at night by small river boats. With plague and rebellion rife, Balesir sought and obtained the honors of war in 678. Only a few score of his retainers followed him into exile. The stolen sword was not recovered, but Chybisa became a Kaldoric fief.

Balesir journeyed to Thay, then to Cherafir to petition King Etobran for aid. The Melderyni king not only refused, but went so far as to forbid any of his vassals to assist the deposed monarch. Returning to Thay, Balesir continued to seek assistance, but to no avail. It was not until Chunel came to the throne that he obtained any sympathy. In 685, Balesir promised to swear fealty to the Melderyni king if he should ever recover his kingdom;this seemingly softened matters. Chunel lifted the proscription against aid to Balesir, saying that any who wished to aid him might do so.

By 687, Balesir had raised an army, crossed Anadel, and defeated the small army Torastra had left to garrison Chybisa at the Battle of Geda. However, once Balesir had recovered his crown, he renounced his promise of fealty to Chunel. The Melderyni king is reputed to have expressed a lack of surprise at this turn of events and has since hinted that Chybisa is unlikely to have things her own way forever. Torastra denounced Balesir as a treacherous churl, but declining health prevented him from pressing his claim to the Chybisan throne. The aging Torastra was to fight only one more campaign, against the Kath in 689, before his death from old wounds in 693.

## THE JARIN OF THE NORTH

The mountainous, fjord-indented, northern part of Hârn is now called Orbaal but this is a recent name. Formerly called Jara, it was occupied for more than a thousand years by the Jarin, the first human settlers on Hârn, many of whom had fled north to escape the Lythian barbarians after the Atani Wars. Their 400 year exposure to the Sindarin and Khuzdul gave the Jarin a kind of mystique, which even today, sets them apart from other human societies.

Since the Tyranny of the Foulspawner, the Jarin of the north have been constantly plagued by bands of Gargun who found the Jahl Mountains a fine refuge. The Jarin built most of their settlements along the coasts, fortified against Gargun raids. By the middle of the 7th century, the north was dotted with Jarin keeps and manors and although fragmented into more than a dozen petty states, a crude feudal society developed.

### The Ivinian Conquest

The Jarin were now confronted with a more deadly foe than the Gargun. To the northeast of Hârn is a land called Ivinia. This rough land spawned an equally rough race of seafarers. In their swift and dreaded dragon ships, the Ivinians began to raid the coast of Jara around 645. They came for booty, but finding the fjords of Jara much to their liking, and judging the Jarin to be disorganized and cowardly, some Ivinians decided to make Jara their own. In 652, Sherwyn Keep on Gedil Island was sacked and captured. One by one, the isolated Jarin communities suffered the same fate. The capture of Lethwyn in 667 was the death knell of Jarin independence. This was the strongest Jarin hold; its Ivinian captors renamed it Geldeheim. The last coastal Jarin keep (now called Vold) fell in 676. The Jarin still held four inland keeps (Gwaeryn, Leriel, Quimen and Pethwys), but only because the sea loving Ivinians lacked interest in them.

## THE KINGDOM OF ORBAAL

The various keeps held by the Ivinians were in no way a unified state. They had been conquered over twenty five years by many different clans and each was a jealously independent domain. The most powerful was Geldeheim, held by clan Taareskeld and ruled by Hagined. His first act had been to turn the former Jarin keep into an impressive castle. Between 680 and 685, Hagined expanded his power by conquering nearby Ivinian clans. In 686, Hagined proclaimed the Kingdom of Orbaal, claiming kingship over all Ivinian domains situated in the Hârnic Isles. He was able to force most of the clans to submit to his will and pay him tribute.

Hagined died in 692, to be succeeded by Alegar, his eldest son. The first years of his reign were marked by disputes and skirmishes between the Ivinian clans and the Jarin they had conquered. Although a few Jarin lords still held land, most of this proud race had been bound as thralls to land that had once been their own. Tension between the Jarin and the Ivinians was further inflamed by the Ivinian tendency to perceive their subjects as an inferior race. The resentment came to a head in 701.

## The Jarin Rebellion

The immediate cause of the Jarin rebellion was the moving to Orbaal of the Order of the Crimson Dancer from Rethem. It is likely that Alegar was seduced by the grandmistress of that order; he not only gave refuge to these fanatical and militant women in Orbaal, but also conspired with them to seize Quimen keep which was at that time held by a Jarin lord. It is also likely that Alegar was anxious to have a solid ally in his troubled kingdom. The Crimson Dancer attacked and captured Quimen in the spring of 701, using such savagery that the already smoldering Jarin resentment burst into flame.

Since the Jarin outnumbered their overlords by almost 10 to 1, had they been better led, it is likely they would have driven the Ivinians back into the sea. Lorkin castle was captured in 701, and dozens of sporadic revolts erupted all over Orbaal. Fortunately for the Ivinians, these revolts were not coordinated, and the isolated pockets of Jarin rebels were subdued one by one.

## The Rape of Thay

The bloody Jarin Rebellion ended in 703 and had served to bring the squabbling Ivinian clans closer together as they fought a common enemy. Alegar hoped to preserve this temporary unity by means of a bold new adventure; a major raid down the east coast to capture the Melderyni city of Thay. The Ivinians needed little encouragement to sample the wealth of Thay and Alegar's plan was quickly adopted. The island of Keron was occupied and settled by the Orbaalese as a base in 704. The next year, a fleet of some forty ships descended on the unsuspecting Thayans. The Ivinians landed and invested the walled town, but could not breach its defences. For three days the northerners rampaged, venting their frustration on the manors and villages nearby. Finally, the Orbaalese retired, carrying off many women and much booty, pledging to return.

## The Cape Renda Disaster

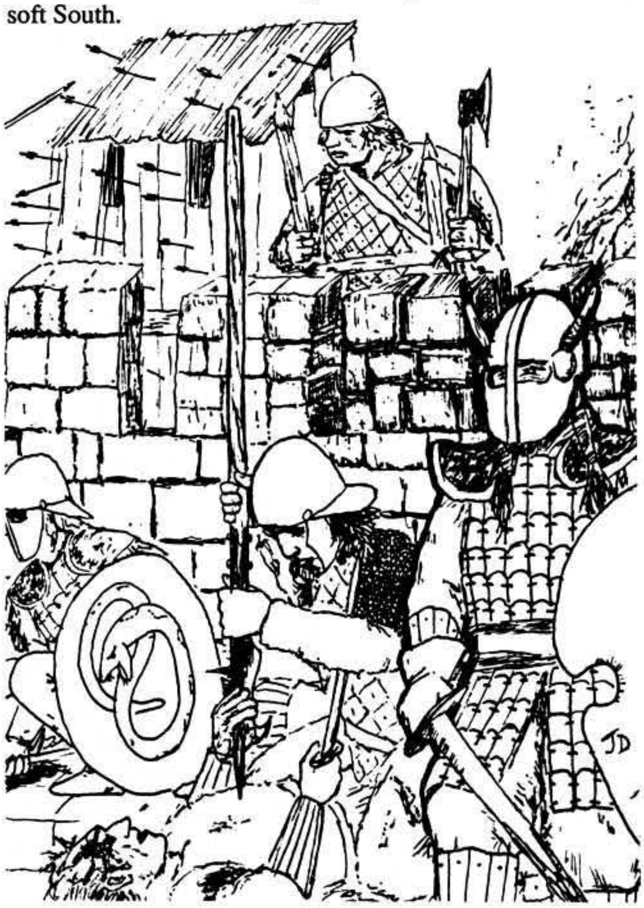
In the late summer of 707 a second assault fleet of about a hundred dragonships and warboats from Orbaal and several other Ivinian kingdoms of Lythia, descended on the city of Thay. There is no doubt that the lightly defended city would have succumbed to an invasion fleet of this size. The five thousand warriors aboard exceeded the entire population of Thay. But while rounding Cape Renda, fifteen leagues northwest of the city, a freak storm arose and sank many vessels, cast others on to the Renda Rocks, and scattered the remainder. The surviving ships retired to Keron to regroup, only to find that their island base had also been destroyed. This was more than the "masters of wind and wave" could stand. They limped home. The island of Hârn was subjected to several such storms that year, causing extensive flooding, but many Thayans believe the Cape Renda disaster was an arcane intervention by Melderyn.

## EPILOGUE: The West

Two kingdoms and a republic maintain an uneasy peace in western Hârn. Over the past fifty years they have fought several wars and there is no reason to suppose that relations will improve.

In the twenty three years since Ezar's War, the border between Kanday and Rethem has been the scene of continual skirmishing between the Order of the Checkered Shield and the Order of the Copper Hook, the latter of whom have yet to acknowledge the Peace of Selvos. The wounds of the war have yet to heal. Rethem's present king, Chafin III, is vigorously trying to unite his chronically rebellious kingdom. If he lives long enough, it is likely that he will again attack hated Kanday.

Neither kingdom has reason to trust the Thardic Republic with its radically alien political structure and its avaricious, expedient-following senators. The republic's worst enemies dwell within its own borders, where the great families vie constantly for status and wealth and factions form and reform daily. The republic's decadence and internal disunity alone will likely eliminate it as a threat to its neighbors until some strong general can climb to the throne over a heap of bodies. Peran is a harsh wilderness, a land of wild tribes who have not forgotten that their fathers once conquered large tracts of the rich, soft South.



## The East

The present King of Kaldor is Miginath, who succeeded his father Torastra at the age of 41. He has always been sickly and ever since he took the throne physicians have been predicting his imminent death from any one of numerous ailments. After 27 years, the aged monarch continues to baffle his subjects simply by living. Miginath has never married which leaves the succession a bone of contention between two or three bastard sons, and fourteen nieces and nephews.

The hand of the seemingly eternal, ineluctable kingdom of Melderyn rests lightly on its mainland fiefs around Thay. King Chunel could, at any time he wished, send an army to claim the tiny kingdom of Chybisa. Of course, the tiny kingdom is also claimed by Kaldor, so this action might precipitate a war between Melderyn and Kaldor. Chybisa's monarch, Verlid VII, is obsessed with the notion that either Melderyn or Kaldor will take up arms against him.

King Aranath maintains his elven court in the splendid isolation of the Shava Forest; King Hazmadul III reigns over the Khuzdul of Azadmere.

## The North

Since the Cape Renda Disaster, the Orbaalese have settled into normal squabbling among themselves. The occasional minor raid is still made on isolated coastal settlements of Hârn but most of their efforts are spent in internal dispute and in subduing the ever bitter, restless Jarin. When Alegar died in 714, he was succeeded by his son, Alegar II. Not least among his worries is an ambiguous threat from several Ivinian kingdoms, three of which consider Orbaal as their colony. The Kingdom of Orbaal is less a kingdom than a confederation of petty domains.

Between these islands of "civilization", travellers may encounter almost a score of barbaric human tribal nations, all of whom treat interlopers with suspicion, while some negotiate with arrows. Those who persist in entering the wild mountainous regions are likely to meet with parties of violent Gargun, and there are always rumors of fell, enchanted beasts. Hârn remains a land of subtle intrigue and sudden bloody violence.

### GM NOTE

Most *HârnWorld* publications produced by Columbia Games contain more detailed historical information on specific locales and subjects. All publications assume the current date is 720 TR, and no history extends beyond this date. This means we will never contradict your own future history.

## CHRONOLOGY

| | |
|---|---|
| 20,000 BT | Earthmasters arrive on Kethira |
| 15,000 BT | Earthmasters depart |
| 10,000 BT | Sindarin reach Hârn |
| 7,000 BT | The Khuzdul appear on Hârn |
| 6,900 BT | Azadmere Founded |
| 1,300 BT | Men reach Hârn (The Jarin) |
| 900 BT | The Atani Wars Begin |
| 683 BT | Battle of Sorrows/Abdication of Aranath |
| 1 TR | Kingdom of Melderyn founded |
| 100 TR | Tyranny of The Foulspawner begins |
| 110 TR | First appearance of the Gargun |
| 120 TR | Carnage of Kiraz/Battle of Sirion |
| 128 TR | Founding of Tashal |
| 160 TR | Kingdom of Chybisa founded |
| 178 TR | Battle of Hosat/Migration Wars begin |
| 188 TR | Kingdom of Kaldor Proclaimed |
| 238 TR | Battle of Olokand |
| 301 TR | Corani Empire founded |
| 356 TR | City of Aleath founded |
| 362 TR | Kaldoric Civil War Begins |
| 377 TR | Battle of Kiban. Civil War ends |
| 388 TR | City of Merethos (Golotha) founded |
| 391 TR | City of Shiran founded |
| 406 TR | The Restoration (Kaldor) |
| 443 TR | Aleathia invades Corani Empire |
| 453 TR | Corani Empire annexes Aleathia |
| 477 TR | Kustan Massacre |
| 493 TR | Charter of the Mangai (Guild Rights) |
| 521 TR | Great Flood of Tharda |
| 558 TR | Balsha Executed/Balshan Jihad begins |
| 559 TR | Red Death (plague) until 561 |
| 562 TR | Balshans capture Merethos (Golotha) |
| 564 TR | Shiran joins Balshan Jihad |
| 565 TR | Coranan captured/End of Corani Empire |
| 568 TR | Theocracy of Tekhos founded |
| 572 TR | Agony of Aleath/Aleathian Odyssey |
| 573 TR | City of Thay founded |
| 588 TR | Theocracy of Tekhos collapses |
| 589 TR | Kingdom of Kanday founded |
| 612 TR | Second Aleath Republic founded |
| 620 TR | Kanday captures Dyrisa |
| 621 TR | Coranan Republic founded |
| 625 TR | Shiran Republic founded |
| 629 TR | Arlun the Barbarian invades Rethem |
| 633 TR | Aleath joins Kanday as freetown |
| 635 TR | Kingdom of Rethem founded |
| 636 TR | Thardic League formed |
| 652 TR | Ivinian Conquest begins |
| 661 TR | Five Year War begins |
| 663 TR | Battle of Teb Marshes |
| 665 TR | Battle of Eidru |
| 666 TR | Peace of Quivum/Five Year War ends |
| 672 TR | Salt War begins/Battle of Chelna Gap |
| 673 TR | Battle of Ramala Gap/Salt War ends |
| 674 TR | Proclamation of Thardic Republic |
| 675 TR | Treasure War (Kaldor-Chybisa) to 678 |
| 682 TR | Ezar's War begins |
| 686 TR | Kingdom of Orbaal proclaimed |
| 687 TR | Balesir regains Chybisan throne |
| 688 TR | Rethem Captures Sarkum/Hebon |
| 690 TR | Kanday liberates Hebon |
| 692 TR | Kanday liberates Sarkum |
| 694 TR | Assassination of Queen Eriel |
| 697 TR | Peace of Selvos/Ezar's War ends |
| 701 TR | Jarin Rebellion (Orbaal) to 703 |
| 705 TR | Rape of Thay |
| 707 TR | Cape Renda Disaster |
| 712 TR | Kuseme War (Kanday-Tharda) |
| 720 TR | The Present |

## BIRTH GENERATION

Birth attributes depend on environment. Those which follow are geared to Hârn. Additional details concerning a character's birth, such as Social Class, Occupation, Family, etc., are heavily dependent on the rules being used. These are covered in detail in our own rule system, *HârnMaster.*

## SPECIES

We recommend that players have human characters, but this is a matter of taste. Roll 1d100 if desired.

| | |
|---|---|
| 01-89 | Human |
| 90 | Sindarin (elf/sidhe) |
| 91 | Khuzdul (dwarf) |
| 92-93 | Gargu-arak (streaked orc) |
| 94 | Gargu-kyani (white orc) |
| 95-97 | Gargu-hyeka (brown orc) |
| 98 | Gargu-viasal (red orc) |
| 99 | Gargu-khanu (black orc) |
| 00 | Other (GM discretion) |

## SEX

Players should always have characters of their own gender. Roll 1d100 for NPCs.

| Sex | Human | Sindarin | Khuzdul | Gargun |
|---|---|---|---|---|
| Male | 01-48 | 01-45 | 01-75 | 01-99 |
| Female | 49-00 | 46-00 | 76-00 | 00 |

## BIRTHDATE

The Hârnic calender, called Tuzyn Reckoning (TR), has a twelve month lunar year (1d12). Each month has thirty days (1d30). Birthyear is assigned by the GM.

| Spring | Summer | Autumn | Winter |
|---|---|---|---|
| 1. Nuzyael | 4. Nolus | 7. Azura | 10. Ilvin |
| 2. Peonu | 5. Larane | 8. Halane | 11. Navek |
| 3. Kelen | 6. Agrazhar | 9. Savor | 12. Morgat |

## BIRTHPLACE

A character's birthplace should be identified at least to the nearest major settlement (keep, castle, or town), preferably to the nearest village. This table will generate the birthplace of any *human* character to the nearest Hârnic major settlement. Roll 1d100 to determine nation, and again to determine settlement (or tribal nation in the case of Barbarian). There is a 10% chance the character is born in the actual major settlement. Otherwise, he comes from a nearby village. The expansion modules we have published for each Hârnic kingdom contain large scale maps locating manorial villages.

## BIRTHPLACE TABLE

| | | | | | |
|---|---|---|---|---|---|
| **01-18 BARBARIAN** | | | | | |
| 01-05 | Adaenum | 24-27 | Gozyda | 57-68 | Pagaelin |
| 06-09 | Anoa | 28-43 | Hodiri | 69-71 | Solori |
| 10-12 | Bujoc | 44 | Kabloqui | 72-82 | Taelda |
| 13-16 | Chelni | 45-46 | Kamaki | 83-92 | Tulwyn |
| 17 | Chymak | 47-48 | Kath | 93-98 | Urdu |
| 18-23 | Equani | 49-56 | Kubora | 99-00 | Ymodi |
| **19 CHYBISA** | | | | | |
| 01-40 | Burzyn | 61-75 | Lerenil | 76-00 | Onden |
| 71-60 | Geda | | | | |
| **20-32 KALDOR** | | | | | |
| 01-02 | Athelren | 24-31 | Kiban | 66-70 | Querina |
| 03-04 | Baseta | 32-33 | Kobing | 71-72 | Setrew |
| 05-06 | Bidow | 34-36 | Kolorn | 73-75 | Shebra |
| 07-09 | Esenor | 37-38 | Kyg | 76-77 | Sirendel |
| 10-11 | Fisen | 39-46 | Minarsas | 78-88 | Tashal |
| 12-17 | Gardiren | 47-48 | Nenda | 89-91 | Ternua |
| 18 | Getha | 49-50 | Nubeth | 92-93 | Tonot |
| 19-20 | Heru | 51-56 | Olokand | 94-96 | Uldien |
| 21-22 | Hutop | 57-58 | Pendeth | 97-98 | Yeged |
| 23 | Jedes | 59-65 | Qualdris | 99-00 | Zoben |
| **33-44 KANDAY** | | | | | |
| 01-16 | Aleath | 41 | Gimon | 67-68 | Pinde |
| 17-18 | Avertu | 42 | Hebon | 69-72 | Quivum |
| 19-20 | Chison | 43-46 | Heroth | 73-78 | Sarkum |
| 21-22 | Cuton | 47 | Ibonost | 79-85 | Selvos |
| 23 | Dunir | 48-51 | Imiden | 86-91 | Sepire |
| 24-31 | Dyrisa | 52-57 | Kedis | 92-97 | Sumon |
| 32-33 | Edino | 58-62 | Menekod | 98 | Torthan |
| 34-38 | Ewen | 63 | Minilaous | 99-00 | Zerien |
| 39-40 | Findumon | 64-66 | Ohetis | | |
| **45-64 MELDERYN** | | | | | |
| 01-10 | Cherafir | 38-41 | Huvos | 68-69 | Parios |
| 11-20 | Chyrefal | 42-44 | Jetust | 70-72 | Parnam |
| 21 | Cosyuh | 45-46 | Jothet | 73 | Racyn |
| 22 | Cundras | 47-51 | Karveth | 74-76 | Ramere |
| 23-26 | Cupeth | 52-53 | Laket | 77-80 | Shenap |
| 27 | Fosumo | 54-55 | Lyf | 81-93 | Thay |
| 28 | Glenoth | 56-57 | Menio | 94-96 | Wharo |
| 29 | Gosus | 58-59 | Moque | 97-98 | Yael |
| 30-32 | Gythrun | 60-64 | Nurisel | 99-00 | Zuilos |
| 33-37 | Harden | 65-67 | Ontur | | |
| **65-74 ORBAAL** | | | | | |
| 01-02 | Aaldem | 34-35 | Kjen | 70-71 | Shien |
| 03-04 | Antir | 36-39 | Leriel | 72-75 | Tandir |
| 05-07 | Arathel | 40-44 | Lorkin | 76-77 | Tawheim |
| 08-09 | Arone | 45-49 | Marby | 78-79 | Teryff |
| 10-11 | Asax | 50-51 | Mul | 80-81 | Thoen |
| 12-13 | Daasen | 52-53 | Pethwys | 82-83 | Thrand |
| 14-15 | Ebein | 54-55 | Pjagel | 84-85 | Thursa |
| 16-17 | Fjaga | 56-58 | Pled | 86-87 | Utera |
| 18-23 | Geldeheim | 59-60 | Pyberg | 88-91 | Vaagel |
| 24-25 | Gwaeryn | 61-62 | Quiam | 92-93 | Vold |
| 26-27 | Gyfyn | 63-64 | Quimen | 94-95 | Wethom |
| 28-29 | Hjael | 65-67 | Sherwyn | 96-98 | Zuden |
| 30-33 | Keiren | 68-69 | Shese | 99-00 | Zynholm |
| **75-86 RETHEM** | | | | | |
| 01-02 | Arketh | 32-35 | Ithius | 68-72 | Shostim |
| 03-04 | Bedenes | 36-40 | Menekai | 73-79 | Techen |
| 05-07 | Bekar | 41-45 | Norienar | 80-85 | Themeson |
| 08-12 | Chakta | 46-49 | Omnis | 86-89 | Thiri |
| 13-15 | Dasen | 50-54 | Phira | 90-92 | Tormau |
| 16-22 | Golotha | 55-58 | Quiso | 93-94 | Weseda |
| 23-24 | Henwe | 59-61 | Quste | 95-98 | Winen |
| 25-27 | Hyen | 62-67 | Senun | 99-00 | Zaza |
| 28-31 | Ithiko | | | | |
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| 01-03 | Bythe | 39-42 | Fobin | 73-76 | Noru |
| 04-06 | Cestor | 43-44 | Geminost | 77-78 | Ostenor |
| 07-09 | Chenad | 45-51 | Geshtei | 79-84 | Parnan |
| 10-24 | Coranan | 52-54 | Hediro | 85-86 | Peden |
| 25 | Dumon | 55-59 | Hibut | 87-95 | Shiran |
| 26-30 | Eidru | 60-64 | Imrium | 96 | Stimos |
| 31-33 | Esuron | 65-69 | Kuseme | 97-00 | Telen |
| 34-38 | Firis | 70-72 | Moleryn | | |
| **00 MISCELLANEOUS** | | | | | |
| 01-05 | Elshavel | 06-90 | Habe | 91-93 | Noron |
| 94-95 | Trobridge | 96-00 | Ulfshafen | | |

The full color GM map of Hârn provides a vast amount of information with a unique cartographic system developed specifically for fantasy gaming. The system allows easy perception of both terrain and topography. For example, a forest area may be depicted as flat, swampy, hilly, or moutainous. The hexgrid helps the plotting of movement and distance. The numbered and lettered square grid is a handy reference to locate features described in Hârndex.

### VEGETATION

The regional map has seven principal vegetation classes. Each is identified on the map key.

**Ice, Snow, Rockfield:** permanent mountain snowpack, precipitous rocky cliffs, and the like. Nothing grows here, because the land is either snowbound or barren.

**Alpine Vegetation:** found only in mountains, between the treeline and snowcap. Soil moisture is frozen (permafrost) except during summer when the top two or three feet thaws. The frozen ground prevents the drainage of melt water, causing marshy conditions in early summer. Permafrost promotes an essentially treeless region, covered with short rooted plants, sedges, grasses, mosses, and lichens. In midsummer, some plants flower for a few weeks, providing a carpet of color (alpine meadow).

**Needleleaf Forest:** forest of tall, straight-trunked, cone-shaped trees, with small needle-like leaves (mostly evergreen). Needleleaf forest occurs on Hârn in the highlands above 3,000 feet, and in Orbaal. Due to the year-round shade, undergrowth tends to be sparse, but since it occurs mostly in mountainous areas, travel can still be difficult. Major tree species include: Orbaalese Spruce, Sorkin Pine, Kom Cedar and Northern Fir.

**Mixed Forest:** forests containing needleleaf evergreens, needleleaf deciduous, or summergreen deciduous trees, two of which must be present. Needleleaf deciduous trees are similar to their evergreen cousins, but they shed their leaves in winter. There are only two such species on Hârn: The Golden Larch and Katha Birch. Broadleaf trees tend to have short to medium stubby trunks, a few long branches, and a generous canopy of deciduous leaves which provide good shade in summer but shed completely in winter. There are some one hundred and twenty different species of broadleaf on Hârn; the most common types are Hârnic Oak, Shava Maple, Solora Elm, and Western Ash.

**Mixed Woodland:** Areas with a tree canopy between 15% and 50% are considered woodland. Such areas contain mainly summergreen deciduous tree, growing in clumps or copses, interspersed with open grassy areas. The open areas may be natural, fire induced, or the result of human or animal intervention. Note: Hârn's climate makes extensive natural prairie grassland impossible.

**Heath:** sometimes called moor, heathland is found along windward margins when a combination of poor soils and high winds exist. Heathland is mainly treeless, although a few stunted birches, willows, and various large shrubs can be found. The dominant vegetation is a dense layer of sturdy low-lying plants such as heather. Poor drainage creates bogs in low lying areas.

**Cropland & Pasture:** found mainly around all Hârnic settlements. Only about forty percent of the land will actually be under cultivation. The balance will be pasture, and the odd stand of trees.

### TOPOGRAPHY

Textures overlay the vegetation colours to provide landform data. This system allows you to distinguish between, for example, mountainous forests and flat forests. The absence of any texture implies that the land is fairly flat, at most gentle rolling hills.

**Hills:** rough hilly terrain which will tend to make travel difficult. Mountains rarely turn abruptly into plains and so foothills will usually be indicated.

**Mountains:** terrain difficult to cross and probably impassable in winter. Mounted travel is especially difficult, and climbing gear may be necessary. Peaks over 6,000 feet are named on the map.

**Marshland:** swampy terrain can occur anywhere there is poor drainage. Marshland should not be thought of as impenatrable swamp, but it is likely to contain deep bogs, quicksands, etc.

**Reefs:** Shoals or rocks definitely hazardous to seafarers. No distinction is made on the map between salt and fresh water; there are no salt lakes on Hârn.

**Rivers:** The rivers shown are sufficiently deep (10'-20') to be navigable. They are fordable only at marked fords and only then when the weather has been reasonably dry over the last few days. There may be dozens of smaller streams in each hex not shown; these will occasionally dry up, or swell to the size of a river. Waterfalls and rapids are indicated by blue slashes.

### KEEPS, CASTLES AND TOWNS

For the most part, only settlements possessed of major fortifications are shown. Most of these are surrounded by at least a small town, and dozens of small villages. All settlements shown hold a market/fair at least once a month, many daily.

### ROADS AND TRAILS

Paved roads are "all weather" and quite rare on Hârn Unpaved roads are always muddy when it rains. The trails shown are those that even a tenderfoot would have difficulty wandering off. Not shown are thousands of game and other minor trails criss-crossing Hârn.

## WATCH ROUTINES

We recommend the following sequence for moving characters on the Regional Map, The 24 hour day is divided into six watches, each of four hours duration. The first watch begins at midnight and ends at 4am, and so on.

### 1. Weather Generation

At the beginning of each watch the GM generates the weather using the *Weather Table* provided. This is reported to the players, who record it in their journal or log.

### 2. Encounter Generation

The type of encounters possible is dependent on the terrain being crossed. The GM determines if the players will have any encounters during the watch. If one or more encounters are scheduled, the GM rolls 1d8 for each to determine in which half-hour of the watch they will occur, and 1d30 if the exact minute is required. The GM tells the players of encounters only when they actually occur. Note: encounter tables are given in our publication *HârnMaster.*

### 3. Movement

The GM asks the players in which direction they wish to travel. Using the *Movement Table* provided, the GM then estimates how far the party can travel, either until the next encounter or the end of the watch, whichever comes first. He should then move the party on his map, describing as neccessary the terrain crossed. Once all business arising from record-keping, player mapping, and encounters has been dealt with, steps 1-3 are repeated for the next watch.

## MOVEMENT TABLE

Movement rates are always a matter for GM discretion. The GM reads the general terrain type and cross-indexes it with the current weather conditions. Three numbers are given. The first number is the movement rate for foot travel, the second for horse, and the third for wagon. All movement rates are given in *Leagues per Watch,* approximately equal to kilometres per hour.

### Weather Assessment

The second to fourth columns are general weather assessments, interpretated by the GM at his discretion. Muddy conditions would normally require steady rain over several watches, and might persist for several watches after the rain has ceased. Snow should be taken to mean that there is sufficient quantity on the ground to hamper movement; it may not actually be snowing. Blizzard conditions, which greatly hamper movement, occur when there are both high winds and snow falling.

### Forced Marches

At the expense of incremental fatigue, handled at GM discretion, movement rates may be increased by up to 50% for foot or wagon traffic and 100% for horse traffic.

**MOVEMENT TABLE**

| TERRAIN | Dry | Muddy | Snow | Blizzard |
|---|---|---|---|---|
| **Flat** | | | | |
| Paved Road | 5:9:7 | 4:8:5 | 4:8:5 | 2:4:3 |
| Unpaved Road | 5:9:6 | 4:7:4 | 4:7:4 | 2:3:2 |
| Trail | 4:8:4 | 4:6:3 | 3:6:2 | 2:3:1 |
| Cropland/Pasture | 4:7:3 | 3:5:2 | 3:5:2 | 1:2:0 |
| Mixed Woodland | 4:6:2 | 2:3:1 | 3:6:1 | 1:2:0 |
| Mixed Forest | 3:5:0 | 3:4:0 | 3:5:0 | 1:1:0 |
| Needleleaf Forest | 4:6:0 | 3:4:0 | 2:3:0 | 1:2:0 |
| Heathland | 4:7:0 | 3:4:0 | 2:2:0 | 1:1:0 |
| **Hilly** | | | | |
| Paved Road | 4:8:6 | 4:7:5 | 3:6:3 | 2:3:2 |
| Unpaved Road | 4:8:4 | 3:5:3 | 3:7:2 | 2:3:1 |
| Trail | 3:7:2 | 3:6:1 | 3:6:1 | 2:2:1 |
| Cropland/Pasture | 4:7:2 | 3:5:1 | 3:5:1 | 1:1:0 |
| Mixed Woodland | 3:5:1 | 2:4:0 | 2:4:0 | 1:1:0 |
| Mixed Forest | 2:4:0 | 2:3:0 | 2:2:0 | 1:1:0 |
| Needleleaf Forest | 3:5:0 | 2:3:0 | 2:3:0 | 1:1:0 |
| Heathland | 3:5:0 | 2:3:0 | 2:2:0 | 1:1:0 |
| **Mountainous** | | | | |
| Paved Road | 3:7:3 | 3:5:7 | 2:3:2 | 2:3:2 |
| Unpaved Road | 3:6:2 | 2:4:1 | 2:4:1 | 2:3:1 |
| Trail | 3:5:1 | 2:3:1 | 2:3:0 | 2:2:0 |
| Mixed Woodland | 2:2:0 | 1:1:0 | 1:1:0 | 1:0:0 |
| Mixed Forest | 1:2:0 | 1:1:0 | 1:1:0 | 1:0:0 |
| Needleleaf Forest | 2:3:0 | 1:1:0 | 1:1:0 | 1:0:0 |
| Alpine Vegetation | 2:2:0 | 1:1:0 | 1:0:0 | 1:0:0 |
| Ice/Snow/Rock | 1:0:0 | 1:0:0 | 0:0:0 | 0:0:0 |
| **Swamp** | | | | |
| Paved Road | 5:9:7 | 4:8:5 | 4:8:5 | 2:4:3 |
| Unpaved Road | 4:8:6 | 4:7:4 | 4:7:4 | 2:3:2 |
| Trail | 3:8:4 | 4:6:3 | 3:6:2 | 2:3:1 |
| Mixed Woodland | 2:2:0 | 2:3:0 | 2:1:0 | 1:2:0 |
| Mixed Forest | 1:1:0 | 1:1:0 | 2:1:0 | 1:1:0 |
| Needleleaf Forest | 1:1:0 | 1:1:0 | 2:1:0 | 1:1:0 |
| Heathland | 1:1:0 | 1:1:0 | 2:1:0 | 1:1:0 |

### Winter Travel Equipment

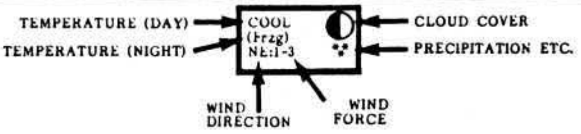
Assuming sufficient snow, sleds move at double wagon rate on roads and trails, and at foot rate in other terrain. Individuals wearing skis move at horse rate, and +1 to foot rate with snowshoes. Knowledge and use of such equipment is cultural at GM discretion.

### Sea Movement

Movement at sea depends on wind, weather, tides, type of vessel, familiarity with a waterway, etc. At optimum conditions of wind and tide, a merchant ship might average 10 leagues (two hexes) per watch; a warship about 15 leagues under sail and 10 leagues under oar. A detailed maritime routine is given in our publication *Pilots' Almanac.*

# Weather Generation

| | SPRING | SUMMER | AUTUMN | WINTER |
|---|---|---|---|---|
| 1 | COLD ●<br>N: 1-3 ❄ | COOL ◐<br>N: 0-2 | COOL ○<br>(Cold)<br>N: 0-2 ≈ | COLD ●<br>(Frzg)<br>N: 0-2 * |
| 2 | COOL ◐<br>NE:1-3 | WARM ◐<br>NE:0-2 ⛆ | WARM ◐<br>(Cool)<br>N: 0-2 | FRZG ●<br>NW:1-3 ❄ |
| 3 | WARM ○<br>(Cool)<br>SE:0-2 ≈ | HOT ○<br>(Cool)<br>SE:0-2 | WARM ○<br>(Cool)<br>NE:0-2 ≈ | COLD ●<br>N:2-4 |
| 4 | WARM ◐<br>SW:1-3 ⛆ | HOT ○<br>(Warm)<br>S:0-2 | HOT ○<br>(Warm)<br>SE:0-2 ≈ | COOL ◐<br>(Cold)<br>NE:1-3 |
| 5 | COOL ●<br>NW:2-4 ⛆ | WARM ◐<br>SW:0-2 ⛈ | HOT ◐<br>(Warm) ⛈<br>S: 0-2 | WARM ○<br>(Cold)<br>SE:0-2 ≈ |
| 6 | COLD ●<br>NW:2-4 | WARM ◐<br>(Cool)<br>S: 0-2 | WARM ●<br>SW:0-2 ⛆ | COOL ◐<br>(Frzg)<br>S: 0-2 ⛆ |
| 7 | COLD ◐<br>(Frzg)<br>SW:1-3 | COOL ●<br>SW:1-3 💧 | COOL ●<br>NW:1-3 💧 | COLD ●<br>SW:1-3 💧 |
| 8 | COOL ◐<br>SW:1-3 | COOL ●<br>NW:2-4 ⛆ | COLD ●<br>SW:1-3 💧 | COLD ●<br>NW:0-2 ❄ |
| 9 | COLD ◐<br>NW:1-3 | WARM ◐<br>(Cool)<br>SW:1-3 | COLD ●<br>NW:2-4 💧 | COOL ●<br>SW:1-3 ⛆ |
| 10 | FRZG ◐<br>N: 0-2 ≈ | WARM ○<br>(Cool)<br>NW:1-3 | COLD ●<br>NW:1-3 | COLD ●<br>NW:1-3 ❄ |
| 11 | COLD ○<br>(Frzg)<br>N: 1-3 | WARM ○<br>(Cool)<br>N:1-3 | COLD ●<br>N: 2-4 | COLD ●<br>N: 2-4 * |
| 12 | COOL ◐<br>(Frzg)<br>NE:1-3 | HOT ○<br>(Cool)<br>NE:0-2 ≈ | COOL ●<br>NE:1-3 ⛆ | FRZG ●<br>N: 1-3 |
| 13 | WARM ○<br>(Cool)<br>SE:0-2 ≈ | HOT ◐<br>(Warm) ⛈<br>SE:0-2 | WARM ◐<br>(Cool)<br>SE:0-2 ≈ | COOL ○<br>(Frzg)<br>NE:2-4 |
| 14 | HOT ○<br>(Warm)<br>S: 0-2 ≈ | WARM ◐<br>(Cool)<br>S: 0-2 | COOL ●<br>S: 1-3 💧 | COOL ◐<br>(Cold)<br>SE:1-3 |
| 15 | WARM ◐<br>SW:0-2 ⛈ | WARM ◐<br>SW:0-2 | COOL ●<br>SW:2-4 | COOL ○<br>(Frzg)<br>S: 1-3 |
| 16 | COOL ○<br>(Cold)<br>NW:1-3 | WARM ◐<br>(Cool)<br>SW:1-3 | WARM ◐<br>(Cool)<br>S: 1-3 ⛆ | COOL ◐<br>(Cold)<br>SW:2-4 ⛆ |
| 17 | COOL ◐<br>SW:2-4 ⛆ | COOL ●<br>SW:2-4 | WARM ○<br>(Cool)<br>SW:1-3 | COLD ●<br>(Frzg)<br>NW:1-3 * |
| 18 | COOL ●<br>SW:2-4 💧 | COOL ●<br>SW:1-3 ⛆ | COOL ◐<br>(Cold)<br>NW:2-4 | COLD ●<br>SW:2-4 ❄ |
| 19 | COLD ◐<br>NW:2-4 ❄ | COOL ●<br>SW:1-3 💧 | COLD ●<br>(Frzg)<br>SW:2-4 ❄ | COLD ◐<br>SW:1-3 |
| 20 | COLD ●<br>NW:1-3 | COLD ●<br>NW:0-2 💧 | FRZG ◐<br>NW:1-3 | COLD ●<br>NW:1-3 |



## INITIAL SETUP

Roll 1d20 Place a marker on the table for the appropriate season in the numbered box equal to the roll.

## WEATHER CHANGE

Weather is generated anew at the beginning of each watch. Roll 1d10 and move marker as indicated below. If marker moves off table, re-enter at other end.

| ROLL | CHANGE |
|---|---|
| 1 | UP 1 |
| 2-7 | SAME |
| 8-9 | DOWN 1 |
| 10 | DOWN 2 |

## CLOUD COVER

● **OVERCAST** (80% cloud or more)

◐ **CLOUDY** (20% to 80% cloud)

○ **CLEAR** (20% or less cloud)

## TEMPERATURE

Temperatures do not take into account windchill factors. If an alternate temperature is given in brackets, eg: (Freezing), it applies during night watches.

## WIND

The letter code indicates the mean direction from which the wind will blow during the watch; they correspond to the hex-grid on the regional map.

The number range (eg: 1-3) is the mean *windforce*. The GM can get a specific windforce by rolling 1d3. Better yet, use discretion to guage the actual winforce (if needed); sheltered locales will be less windy (the low end of the range) and exposed areas will tend to have more violent winds (the top end). The following table is a guide to windforce scale.

| Scale | Force | Leagues/h | km/h | M.P.H. |
|---|---|---|---|---|
| 0 | Calm | 0-2 | 0-8 | 0-5 |
| 1 | Breeze | 2-6 | 8-24 | 5-15 |
| 2 | Windy | 6-12 | 24-48 | 15-30 |
| 3 | Gale | 12-22 | 48-88 | 30-55 |
| 4 | Storm | 22+ | 88+ | 55+ |

**Optional:** In coastal hexes the wind is likely to blow onshore at dusk, offshore at dawn.

## PRECIPITATION

⛆ **RAIN SHOWERS OR LIGHT RAIN**

💧 **STEADY or HEAVY RAIN**

❄ **SNOW/SLEET FLURRIES**

* **STEADTY SNOW/SLEET**

⛈ **THUNDERSTORMS** (10% chance of hail)

≈ **FOG/MIST** (Only if Windforce is 0 -Calm)

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# Hârndex™

## Master Index for Hârn

Second Edition

COLUMBIA GAMES INC.

# Hârndex™

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# Hârndex...

*Hârndex* is an alphabetical, general reference source-book for gamemasters using *HârnWorld*. It includes the following information:

## Geographical Entries

Every settlement shown on the Hârn Regional map is listed. Entries give the name of the holder, the liege, approximate population, plus historical and biographical notes as applicable. Most other features shown on the Regional Map are also listed, including rivers, lakes, mountain ranges, etc. The grid location of all geographical features is given.

## Cultural/Political Entries

All of the cultures and states named on the Cultural Political Map (HARN 2) are described in *Hârndex*. There is an entry for each barbarian tribe, each kingdom, and most unique creatures.

## Economic/Guild Entries

All Hârnic guilds are listed in *Hârndex*. The Gamemaster will find a wealth of economic facts scattered throughout these entries.

## Religious Entries

The religious information given in the general Hârn article is greatly expanded in Hârndex. Entries can be found on every god, goddess, and religious order.

## A Note on Pronunciation

Most pronunciation of Hârnic words is phonetic (obvious), except for the letter "Y" which is almost always pronounced as a long "E". Hence, *Melderyn* is pronounced, *Mel-der-een*. The correct pronunciation of names can be learned from local residents.

# A

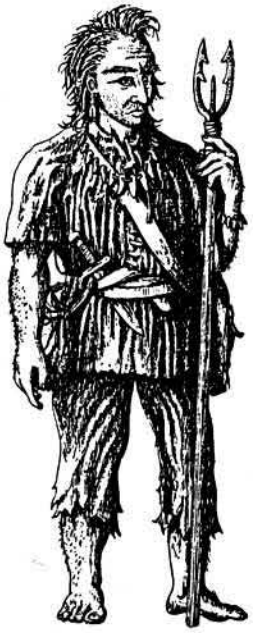
**AALDEM, Keep [H2]**

| | |
|---|---|
| Realm: Orbaal | Holder: Clan Taaresaar |
| Population: 80 | Tribute: Lord of Vaagel |

Built by the Jarin in 430, Aaldem was captured by the Ivinians in 674. The current valhakar is Burlni Taaresaar, a porcine and intelligent young man of twenty five. The Taaresaars are a branch of clan Taares from Menglana in Ivinia, and are related to the royal clan of Orbaal.

**ADAENUM, The**

The tribal inhabitants of Anfla, an island off the southwest coast of Hârn. They are organized into about twenty culturally similar tribes, varying in size between sixty and four hundred. Fishing and agriculture provide most of their sustenance, but their inefficient agrarian techniques cause rapid soil depletion, prompting tribes to move every few years. The Earl of Sarkum of Kanday has claimed Anfla and all other nearby islands.



**AFAREZIRS, The [D1+]**

An archipelago of 58 hilly and forested islands northwest of Hârn. The Afarezirs have many fine natural anchorages, mainly fjords, and most of the larger islands have fresh water. Several attempts have been made to colonize the islands but poor soil and foul weather have frustrated all attempts. The ruin of an abandoned Ivinian settlement can be found on the south coast of Movel, the largest island of the group.

**AGRIK**

> *"Lord of the Four Horsemen,*
> *Master of the V'hir,*
> *Immortal Warlord of Balgashang,*
> *Breeder of Plague, Squalor and Decay,*
> *The Reasonless Reaper,*
> *Tyrant of the Foul Chamber,*
> *Knower of the Ten Thousand Ways."*

Agrik, the God diametrically opposed to Larani, is the principal deity of warriors who enjoy the dark side of war: rapine, pillage, cruelty and destruction. It is said that the pious adherent of Agrik will learn as many of the "Ten Thousand Ways" (of inflicting pain) as possible.

Agrik dwells in his great flame-shrouded fortress of *Balgashang* among his attendant bat-winged, cloven-hooved, fire-enshrouded, hook-clawed, demonic servants called *V'hir*. Somewhere within the castle is *Ak-Syt,* the dreaded chamber of tortures. It is here that unspeakable demons practice the "ten thousand ways" on the hapless, unlamented dead. The fortress' location is uncertain; some believe it to be at the center of Kethira. Agrik usually appears to mortals as a great V'hir with two claws missing from his left hand, bearing *Gashang,* his flaming mace, and *Sycanus* his ichor-dripping sickle. His missing claws have caused him constant pain and anger since the goddess Larani severed them. Never forgetting this ancient indignity, only the terms of the Concordat of the Illimitable Tome deter Agrik from seeking revenge. Some believe that Agrik will eventually attempt to assassinate the goddess regardless of the consequences; there is certainly no love lost between the fighting orders of the two deities.

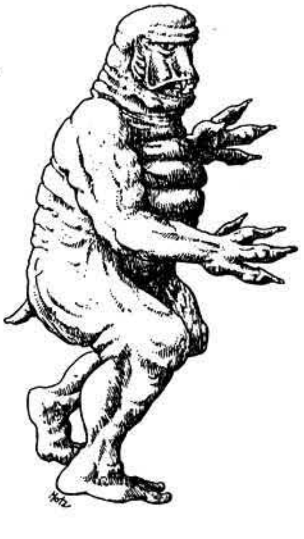
The worship of Agrik is concentrated in the Thardic Republic and the Kingdom of Rethem but there are a few followers in Orbaal and elsewhere. In Chybisa, Kaldor, Kanday and Melderyn, it is a proscribed faith carrying the penalty of death by burning, an ironic punishment for adherents of the god of fire. The ritual garb of Agrik's clergy is orange and black. Human sacrifice is practiced, often in ritual combat with a champion of a fighting-order.

Seven clerical sects are devoted to the worship of Agrik; each sponsors its own fighting-order. There are few dogmatic differences between the orders but they constantly squabble, often with fatal consequences for innocent bystanders. Although he has great difficulty maintaining his authority, the primate of Agrik for Hârn is traditionally the grandmaster of the Order of Mamaka the Master of Steel, whose seat is in Golotha. The Agrikan clerical orders and their sponsored fighting-orders are:

| Clerical Order | Fighting Order |
|---:|---|
| Eight Demons | Cohorts of Gashang |
| Fuming Gate | Copper Hook |
| Herpa the Mace | Red Shadows of Herpa |
| Kukshin | Crimson Dancer |
| Octagonal Pit | Demon Pameshlu the Insatiable |
| Pillar of Fire | Roving Doom |
| Mamaka the Master | Warriors of Mamaka |

**AKLASH, Ivashu**

The Aklash is a great, hulking, semi-intelligent creature, best known for its foul breath. Ranging between 6-8' in height, and 300-400 lbs in weight, the Aklash's hairless body is covered by rolls of pale fat which heal over with alarming rapidity. Although possessed of great strength, its main weapon is its breath, which it can exhale with considerable power, causing profound nausea in most victims. With its huge, fanged mouth, the Aklash has a voracious, omnivorous appetite.



### ALARIENEL

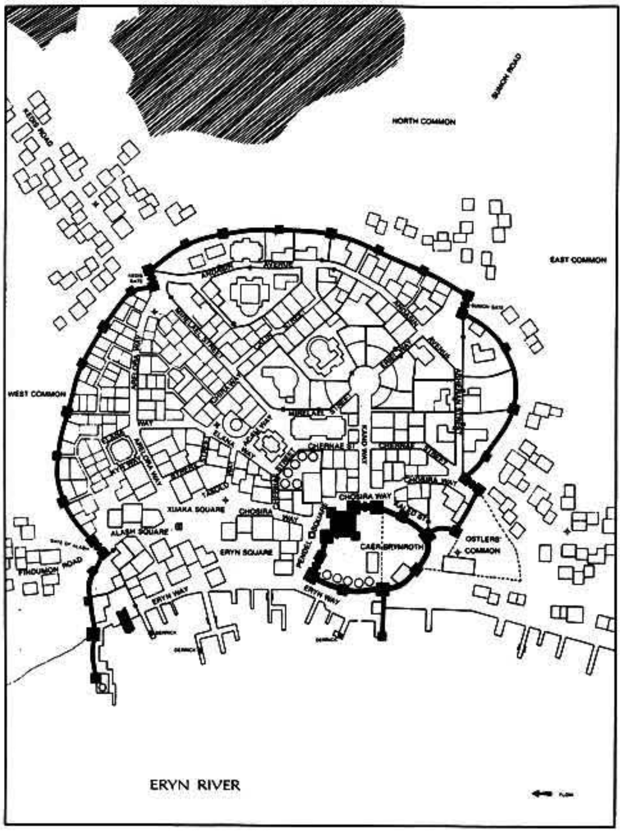
The fabled lost "city" of the Hârnic elves, said to have been the seat of King Daelda. Many Sindarin, Khuzan, and human legends refer to its existence, although the tales are vague on details such as its appearance and location. Hundreds of attempts by human adventurers to find Alarienel have been unsuccessful, and treasure maps purporting to show its location are common frauds. If Alarienel exists on a physical plane at all, the most common sites mentioned are Pesino and Ridow, although some believe the city is in Faya on Yashain.

### ALEATH, City [E8]

| | |
|---|---|
| Realm: Kanday | Status: Freetown |
| Population: 5000 | Charter: King of Kanday |

Aleath is the fifth largest settlement of Hârn and the largest in the Kingdom of Kanday. A seaport at the mouth of the River Eryn, the city is somewhat isolated from the rest of western Hârn. Aleath's hinterland is only moderately fertile but still possesses a fairly dense population. Boatbuilding and fishing are significant. The townsfolk pride themselves on their high standards of architecture and civic cleanliness, although Aleath is outstanding only by Hârnic standards. The streets are regularly patrolled and the city is regarded as one of the safest spots on Hârn. Aleathians tend to regard outsiders as morally bankrupt; they themselves are often deemed self-righteous, prudish snobs.

The city is a freetown, governed under royal charter by a Mayor and twelve aldermen proposed by the Mangai and appointed by the king. Military authority is shared by a royal constable and the Sheriff of Eryna (see Kedis). There is also a town militia that is theoretically commanded by the Mayor, but the custom has been to surrender this authority to the constable. The city charter includes 8000 acres of adjacent cropland, a legacy of the old Republic of Aleath. This land is farmed by approximately 140 freeholders who pay taxes to the city.



Aleath has a troubled past. The city was founded in 356 by Alash, a chieftain of the Aleta. For a century, the city prospered as the capital of the Kingdom of Aleathia, its wealth second only to that of Coranan. In 453, the Kingdom was incorporated into the Corani Empire and Aleath continued to prosper. Its port was expanded, and a paved road, linking it with the north, was built. The city became known throughout the empire as the "fairest city of man". Between 551 and 559 the entire empire suffered a series of plagues and famines fostering the *Balshan Jihad*. With the fall of Coranan to the armies of the jihad in 565, Aleath, the only untaken city, declared itself a republic and gathered the surviving loyalists to its bosom. This First Aleathian Republic lasted for seven years, until the city fell to the Balshans after a bitter three year siege in 572. Some Aleathians fled by sea, undertaking the Aleathian Odyssey (see Thay), and many others slew themselves, rather than witness the "Agony of Aleath", the terrible bloodbath that was to follow the city's fall.

The city reluctantly became a part of the Theocracy of Tekhos in 572, and suffered its share of religious purges and spectacles. Following the collapse of the Theocracy in 588, Aleath suffered from the chaos, along with everyone else, but gradually gathered power to establish a second republic in 612. Slowly extending the city's benign influence over the nearby petty states, the republic hoped for a new liberal age but weakened by decades of war, Aleath's strength was inadequate to the task. With rumors of barbarian invasions in the north, the Aleathian senate chose the least of several evils. In 633, the republic voted its crown to the ascendant king of Kanday, Andasin II, in return for a liberal charter recognizing its rights as a freetown. The following temples are to be found in Aleath:

| | |
|---|---|
| **Halea** | Order of the Silken Voice |
| **Larani** | Order of Hyvrik * |
| **Peoni** | Order of the Balm of Joy |
| **Peoni** | The Irreproachable Order * |
| **Save K'nor** | The Hyn-Aelori |

* Headquarters of the Order.

### AMEKT [H2]

A Gargun complex with over 1,300 Gargu-kyani, Amekt is one of the largest settlements of its kind on Hârn. In a position to threaten travel between Lorkin, Leriel, and Geldeheim, the Kyani show some restraint in their raiding. The surrounding countryside has numerous small bands of Gargu-kyani and Gargu-arak; mostly hunting parties from Amekt.

### ANADEL [L7+]

A rough, highland extension of the Sorkin Mountains, lying between Horadir and the Plain of Thay. Anadel has no peaks over 6,000 feet and is predominantly covered with mixed forest. Anadel isolates Thay from the rest of Hârn. Only one major road, the Genin Trail, bisects the region. Anadel is the range of the *Bujoc* tribesmen.

### ANDURIEN, Gulf of [C7+]

A body of water west of Hârn, noted for sudden, frequent, westerly storms from the Haonic Ocean.

### ANFLA Island [B9+]

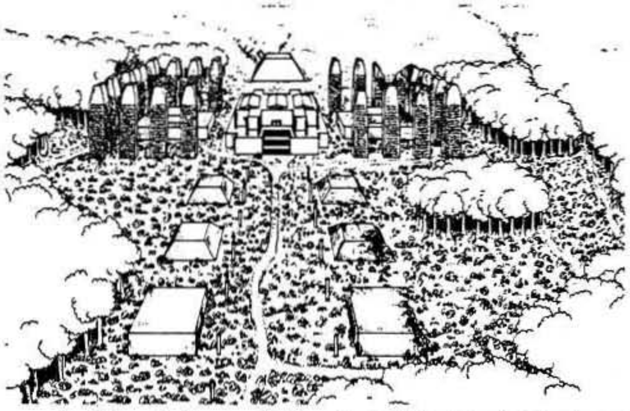
The third largest of the Hârnic isles, Anfla is separated from the mainland by the Emaba Strait. The western margins are heathland, while the rest is mixed forest and woodland, with small patches of cropland/pasture created by the indigenous *Adaenum*.

### ANISH, River [H5]

A short swift river flowing from Lake Direna in the Felsha Mountains to Lake Benath.

### ANISHA [H5]

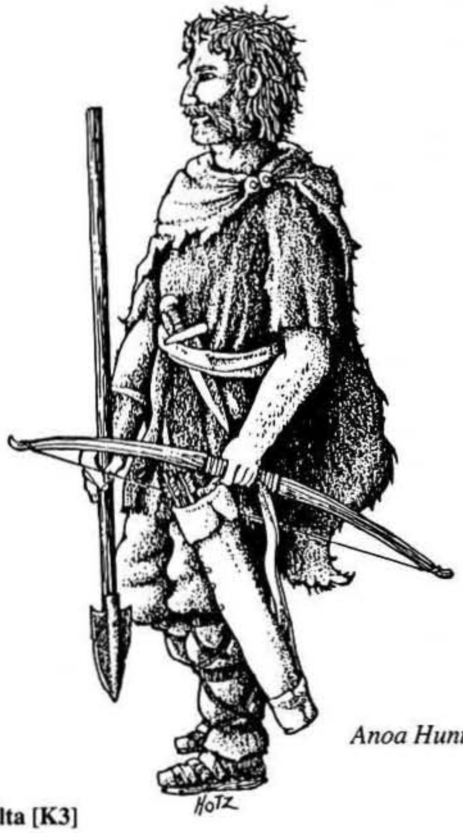
A site of Earthmaster origin at the northern end of Direna Lake in the Felsha Mountains. The site's environs are quite heavily forested, but the visible buildings seem well preserved, and there are extensive passages beneath these structures.



A village to the west, Haruch, is linked to Anisha by an extensive network of game-trails. The village's inhabitants, the Mendar-Haruchi tribe, claim descent from the servants (?) of Anisha's original inhabitants, who were, according to their legends, godlike in their abilities. They consider the ruins sacred and believe it their duty to preserve and protect them for their masters' anticipated return. Highly superstitious, the Mendar do not themselves practice magic beyond a little folk-medicine. The village subsists on hunting and lake fishing and has a population of just over 200.

### ANOA, The

The tribal inhabitants of northern Nuthela, related to the Taelda in the south of this region. They are descended from Jarin peoples, but have interbred with other folk. The Anoa are nomadic, subsisting on hunting, fishing, and gathering, and robbing the Orbaalese. Since they are often the object of punitive expeditions from Lorkin and Leriel, and because their neighbors are mainly Gargun, they build no permanent settlements. The Anoa trade the region's abundant furs for various civilized implements when possible. There are several dozen tribes, whose numbers rarely exceed a hundred.



*Anoa Hunter*

### ANOTH Delta [K3]

A marshland with more than a score of islands at the mouth of the Anoth River. The vegetation is mixed woodland. In the summer, the delta is infamous as a breeding ground for mosquitoes and other disease carrying insects. It is also noted as a base of operations for Esobran, a wrecker, brigand, and erstwhile pirate. His band is mostly of Jarin extraction and ranges in number from 10-100, larger when crops are bad, smaller when times are good. Esobran preys mostly on Ivinian ships and settlements.

### ANOTH, River [H3+]

A river fed by the glaciers of Mount Obew, flowing generally north and east to empty through the Anoth Delta into the Sea of Ivae. The Anoth, considered the border between Orbaal and Nuthela, has a broad alluvial plain, richly endowed with mixed forest. There are no bridges on the river but it is often fordable below its confluence with the Etece.

### ANRIST Point [M4]

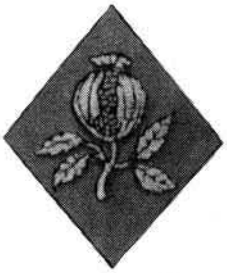
A hilly prominence on Hârn's northeast coast jutting into the Sea of Ivae. Somewhere in the vicinity there are said to be a pool and hot springs (possibly subterranean) of miraculous healing virtue. Unfortunately for those who would avail themselves, the springs have a guardian, one of the *Pradeyalkri*, called the *Riddlemaster*. It is the wont of this entity to challenge intruders with the words "riddle thee thrice"; those who can solve any of the three conundrums posed are permitted to bathe, but depart under a geas never to reveal the Riddlemaster's secrets, including that of his appearance. The fate of those with whom the master finds fault is unknown.

**ANTIR, Keep [I1]**

Realm: Orbaal Clan: Fyrdael
Population: 160 Tribute: Marby

A fortress built by the Jarin in 562, and captured by the Ivinians in 658. The present valhakar is Arlaas Fyrdael who is thirty three. The Fyrdaels are a junior branch of clan Fyrda from Seldenbaal in Ivinia.

**APOTHECARIES' Guild**



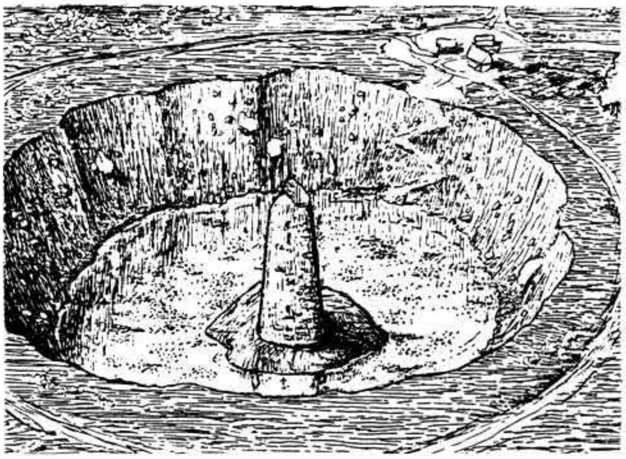
Apothecaries have a monopoly on the gathering, preparation, and sale of herbs and medicines for profit. Most freemasters operate shops where they purchase herbs from itinerant journeymen and other professional gatherers. These are sold to the general public as potions and remedies, or to physicians (who, technically, are not allowed to prepare their own concoctions), and to members of the Guild of Arcane Lore. Most herb prices range from 3d to 60d per ounce depending on rarity.

**ARAIN, Lake [L4]**

Hârn's third largest lake, located in the heart of the Sorkin Mountains, fed (and drained) by the River Nephen. The dwarven kingdom of Azadmere lies along its eastern shore. Rich in minerals and often mirror-like in its tranquility, Arain has spiritual significance to the Khuzdul. As with most Hârnic lakes, several unverified sitings have been made of a serpentine creature cavorting in the moonlight. Surrounded by high mountain peaks, colored deep blue in the sunlight, Arain ranks as one of the fairest sights on Hârn.

**ARAKA-KALAI [H5]**

A huge limestone sinkhole located in Misyn. According to legend and the doctrine of the Ilviran church, Araka-Kalai is the dwelling of the god Ilvir. An ancient tower stands on a rocky island in the center of the *Pit of Ilvir,* surrounded by a liquified, fermenting sludge with a stench that puts to shame all other malodorous humors. Beneath this crumbling tower, in dank, endless caverns, the *Accursed Lord of the Barren Cycle* is said to spawn his "fatherless multitude" (Ivashu).



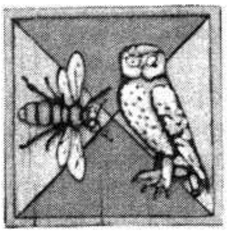
Obviously, Ilvirans deem Araka-Kalai to be highly sacred. Every year some 200-300 hardy followers of this mystic religion make an arduous pilgrimage to the site, mostly via Leriel, but sometimes via Shiran across Lake Benath. Roughly one mile northwest of the Pit, there is an Ilviran religious community called Ochrynn, a temple and hostel complex run by the *Order of the Ochre Womb.* This isolated settlement of about 100 priests and common folk prospers by catering to pilgrims and, surprisingly, to traders seeking Ivashu for the Pamesani. A small renegade group called the *Dark Order,* vehemently opposed to this latter policy, broke away from the Ochre Womb some years ago and are said to inhabit the miles of natural caverns that inter-connect with Araka-Kalai. Since the Dark Order was formed, many of those involved in the lucrative Ivashu trade, have met with violent death, or have mysteriously disappeared.

**ARATHEL, Castle [G2]**

Realm: Orbaal Holder: Clan Cyeen
Population: 310 Tribute: King of Orbaal

A castle dominating the island of Arathel. Built by the Jarin in 530 and captured by the Ivinians in 673, the original keep was expanded into a castle between 685-690. The Cyeen clan has some Jarin blood which may account for their relative gentleness to their subjects. They are related to the Kyrodwes of Wethom. Valhakar Tursi Cyeen is an energetic forty six. The Cyeens have made several unsuccessful attempts to found colonies to the east. In 710, a small colony on the shore of Morvilya Bay was annihilated by Equani tribesmen. Tursi's eldest son was slain in the massacre. Arathel receives tribute from Pjagel, Vold, and Wethom.

**ARCANE LORE, Guild of**



A loose association of scholars whose studies and practices involve esoteric knowledge. Some arcanists practice magic (see under Shek-Pvar) some are students in obscure but mundane fields. The distinction is often obscure. The guild grants no franchises and there is no fixed structure. There may be apprentices and journeymen, but such is at the discretion of individual masters. Those who practice the hidden arts are far too involved in their studies to take much notice of outsiders. This is a weak guild with some very powerful members.

**ARKETH Keep [D6]**

Realm: Rethem Holder: Companions of Roving Doom
Population: 460 Liege: King of Rethem

Arketh was built in 604, on the site on a ruined Corani Empire fortress, by the current fiefholder, perhaps the most violent of Agrikan fighting orders. Their sponsoring clerical order, *Pillar of Fire*, has largely been exterminated because of internal conflict in the Church, but the Companions remain powerful and active in Rethemi affairs. The grandmaster, Bremel of Kawaran, a staunch loyalist of Chafin III, rules the fief with conspicuous brutality.

### ARONE Keep [K2]

Realm: Orbaal　Holder: Clan Hulthard
Population: 170　Tribute: Lord of Lorkin

Built as a Jarinese keep in 495, Arone was captured by the Ivinians in 663. Zaarli Hulthard is an elderly man in poor health. The clan is a branch of clan Hulthard from Rogna in Ivinia. Arone has a fine harbor and offers cheap refuge to seafarers. The Hulthards have covert dealings with pirates in the Anoth Delta.

### ASAX Keep [I1]

Realm: Orbaal　Holder: Clan Atejaal
Population: 180　Tribute: Lord of Marby

Built by the Jarin in 609, Asax was captured by the Ivinians in 659. Hjarn Atejaal is fifty one, a survivor of the Cape Renda disaster. He is coarse, violent, and prone to insane bursts of temper. The Atejaals are related to clan Tejaal of Menglana in Ivinia.

### ASIRI

Any of a variety of minor, ethereal, spirit entities, whose elemental base is air. The Asiri are believed to exist all over Hârn, where they secrete themselves in various objects. They possess diverse powers (usually minor) and can be mischievous or downright troublesome. Most Asiri can only be detected with psionic or magical powers. They are similar to the *Elmithri*.

### ATHELREN, Keep [K5]

Realm: Kaldor　Holder: Sheriff of Vemion
Population: 275　Liege: King of Kaldor

A royal keep and the shire moot of Vemionshire. Athelren was first built in 50 TR by an early Jarin Kingdom and rebuilt in 250. The Sheriff, Sir Tulath Kaphin, a bastard son of the king, is considered to be a wastrel, although he has somewhat reformed since his recent marriage to a daughter of Baron Verdeth of Ternua.

### ATHUL [G7+]

A region of generally rough terrain between Lake Benath and the Gulf of Chakro. As the principal corridor between eastern and western Hârn, the region is of strategic importance. Athul is claimed by the Thardic Republic and is theoretically part of Ramala Province, but control is slight. The Ramala Legion constantly skirmishes with the native Tulwyn, a mercenary collection of ruthless tribesmen who have resisted all attempts at subjugation.

### AVERTU Keep [E9]

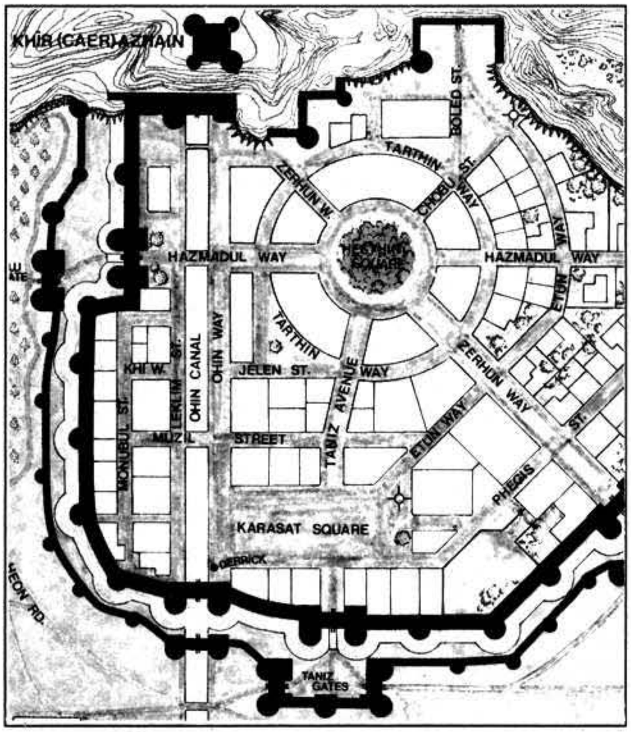
Realm: Kanday　Holder: Sheriff of Selion
Population: 530　Liege: King of Kanday

A royal keep and the moot of Selionshire. Avertu was built in 509 as a naval base of the Corani Empire. The Sheriff, Sir Jens Demilaen, is distressed by the growing power of the Earl of Sarkum and his influence over Andasin IV. Sir Jens regards himself as the greatest loyalist of the House of Kand, but feels that the present king is something of a disappointment.

### AZADMERE, City of [L4]

Realm: Azadmere　Holder: King of Azadmere
Population: 5,900 (4100 Khuzdul, 1800 Human)

The major settlement of the Kingdom of Azadmere and seat of the ruling clan Tarazakh. It is an impressive walled city, moated, with stout double walls and prominent round towers. The city is built along the shore of Lake Arain, hemmed against Mt. Zaduryn. As is the custom with dwarves, extensive chambers and passages have been carved into the living rock of the mountain, but very few humans have seen the spacious halls within. Most of the Khuzdul reside in this Inner City, while human citizens live in the outer city or in nearby villages.



### AZADMERE, Kingdom of

The kingdom of the Hârnic Khuzdul, centered on the city of Azadmere, but including most of the mountains surrounding Lake Arain. The kingdom was founded more than seven thousand years ago, but was once smaller than the ill-fated sister kingdom of Kiraz. More than half the population (11,000) are human, descended from a few hundred trusted Jarin who were given refuge after the Atani Wars. Most of the humans live around the settlement of Habe. The kingdom also includes the impressive Zerhun fortress.

Although a few adventurous and outlawed Khuzdul may be found anywhere on Hârn, Azadmere has minimal contact with outsiders, but does import some of its food from Kaldor in exchange for cunningly wrought artifacts. It is deemed a great honor for an outsider to be permitted entry to the kingdom.

The leader of the royal clan (Tarazakh) is Hazmadul III, an energetic dwarf of middle age who came to the throne in 658. Kings of Azadmere for the last seven centuries have been:

| | | | |
|---|---|---|---|
| Tarthin | 37-155 | Dunazak | 390-524 |
| Karinazu | 155-257 | Lharzin | 524-547 |
| Hazmadul II | 257-390 | Erasath | 547-658 |

# B

**BALAKAS, The [K1+]**

An archipelago off the northeast coast of Orbaal in the Sea of Ivae. The largest island, Kereva, is inhabited. Numerous reefs make the islands hazardous for seafarers.

**BALHAFEN [M5]**

A good natural harbor and anchorage at the mouth of the Beldel River on the Isle of Keron. Sandy beaches allow shallow-draft vessels to be dragged ashore for repair. An Ivinian settlement was established here in 704 as a preliminary to the planned attack on Thay, but it was mysteriously destroyed by a freak storm in 707. The anchorage is still occasionally used by mariners plying Hârn's east coast.

**BALM OF JOY, Order of the**

The celibate, female order of the church of Peoni. The mother house is located in Thay, residence of the Peonian primate of Hârn. There are subsidiary temples in Aleath, Coranan, Cherafir, and Tashal, as well as hundreds of unmanned rural shrines dotted throughout civilized Hârn. The sisters of the order are beloved and welcomed by common folk of good heart. Each temple has an infirmary, open to anyone of reasonable morals, on a pay as you can basis. The sisters spend most of their labors among the people, providing comfort and healing. The order abhors violence; most members would rather die than cause suffering. The sisters tend to be aesthetic vegetarians, but there is no rule to this effect. The *Irreproachable Order* is the fraternal male equivalent of the Balm of Joy.

**BARSOTHE Falls [J3]**

A 120 foot waterfall on the River Kald. Uvien, a master of elemental water, and one of the *Pradeyalkri*, is said to dwell nearby. Uvien's residence may or may not be submarine, but is at least well hidden.

**BASETA, Keep [J4]**

| | |
|---|---|
| Realm: Kaldor | Holder: Constable |
| Population: 660 | Liege: Earl of Minarsas |

A keep in Meselyneshire on the east bank of the Kald. Baseta was originally fortified prior to the Migration Wars (c.140 TR) when it was part of the Kingdom of Nurelia, but the present keep dates from the sixth century. A local legend relates that the ghost of Prince Brant, the last prince of Nurelia, was murdered here and haunts the site. The constable of Baseta is Sir Eres of Tereneth, a robust and jolly man said to keep one of the finer tables and cellars in Meselyne.

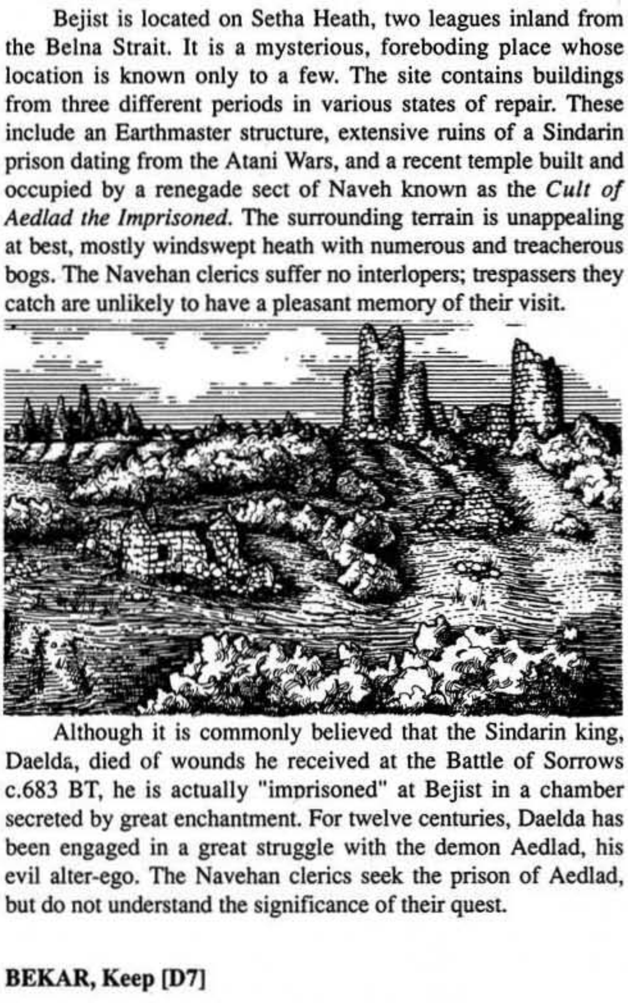
**BEDENES, Keep [C6]**

| | |
|---|---|
| Realm: Rethem | Holder: Warriors of Mameka |
| Population: 280 | Liege: King of Rethem |

A fief held by the Agrikan fighting-order, *Warriors of Mameka*, from King Chafin III. The keep was built in 699, allegedly on land granted by King Nemiran, although no legal title seems to exist. It is more likely the land was seized from its legal holder during the turmoil caused by Ezar's War. The grandmaster is Horab of Gerund, a sadistic and corpulent sensualist.

**BEJIST [K8]**

Bejist is located on Setha Heath, two leagues inland from the Belna Strait. It is a mysterious, foreboding place whose location is known only to a few. The site contains buildings from three different periods in various states of repair. These include an Earthmaster structure, extensive ruins of a Sindarin prison dating from the Atani Wars, and a recent temple built and occupied by a renegade sect of Naveh known as the *Cult of Aedlad the Imprisoned.* The surrounding terrain is unappealing at best, mostly windswept heath with numerous and treacherous bogs. The Navehan clerics suffer no interlopers; trespassers they catch are unlikely to have a pleasant memory of their visit.



Although it is commonly believed that the Sindarin king, Daelda, died of wounds he received at the Battle of Sorrows c.683 BT, he is actually "imprisoned" at Bejist in a chamber secreted by great enchantment. For twelve centuries, Daelda has been engaged in a great struggle with the demon Aedlad, his evil alter-ego. The Navehan clerics seek the prison of Aedlad, but do not understand the significance of their quest.

**BEKAR, Keep [D7]**

| | |
|---|---|
| Realm: Rethem | Holder: Baron Orgatt |
| Population: 260 | Liege: King of Rethem |

A baronial seat in Parachshire. The keep was built in 653 by Arlun the Barbarian and granted to clan Orgatt by King Nemiran in 673. The Orgatts have considerable Kuboran blood, something Branal, the present baron, tries to hide. Branal is regarded as a pliable idiot, easily manipulated by the king.

**BELNA Island [J8+]**

An island to the south of Setha Heath. The windward margins are hilly heathland, but the island is mostly mixed forest and woodland. Belna is the home of the *Chymak.*

### BENATH, Lake [G5+]

Hârn's largest lake, fed by rivers of the Felsha and Rayesha Mountains, and drained by the Thard River. The few small islands are uninhabited. The lake is important to Shiran's prosperous fishing industry and is a source of some raw materials for the town's famous perfumeries. The lake is normally quite calm, but can become very rough during southwesterly storms. Lake Benath has the usual legends of fearsome monsters, but only a particularly nasty type of stinging, freshwater eel is known to exist.

### BIDOW Keep [J4]

Realm: Kaldor
Holder: Sheriff of Neph
Population: 420
Liege: King of Kaldor

A royal keep and the moot of Nephshire. The keep was built in 430 TR and is urgently in need of repair. The cellars have a tendency to flood during spring run-off, and the foundations are showing signs of weakening. The sheriff is the Baron of Getha

### BIJO Island [G1]

The most northerly of the Hârnic Isles, inhabited only by seals and sea-birds.

### BIREN, River [M9]

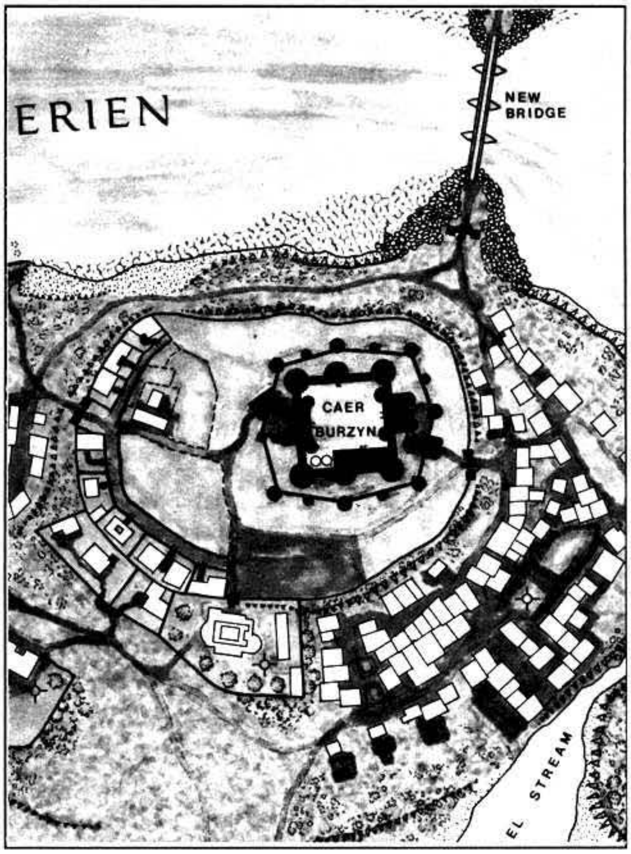
The central river of Solora which flows from the Anadel highlands to the Indatha Straits. The river passes through the heart of the *Solori* tribal lands.

### BLESSED REALM, The

The euphemistic name (the real name is unknown) of the present home of Siem. The Sindarin were, at the time of their arrival on Hârn, headed for this realm, lying "far to the west". Periodically, groups of Sindarin set sail for the Blessed Realm, which, almost certainly lies beyond the bounds of Kethira, through a "gate" which opens only to Siem's command.

### BUJOC, The

A nation of shy, superstitious, forest nomads with a strong matrilineal culture. Their tribes, some 30 in number, rarely exceed 100 in strength. They gather twice each year for a summer and winter moot, the latter in the hills overlooking Telumar. Inheritance and lineage are traced through females, and Bujoc woman play a subtle but dominant role in tribal affairs. They sit in council and often settle tribal disputes among themselves. The male chief of any tribe always acts on the advice of his wife, the *Sha* woman. She is the real power in the tribe, although this will not be apparent to outsiders. When the chief dies, his wife takes a new husband who becomes the new chief. When the Sha woman dies, the chief will take *The Long Walk*., her eldest daughter (usually) will become the new Sha woman, and her husband the new chief.. The Bujoc do not see marriage as a sexual institution; any woman may summon to bed any unmarried male, or a married male with permission of his wife. Only the women are aware of the connection between sex and procreation. The Bujoc are not very warlike, but if forced to fight, they will employ bow and arrow from ambush.



### BURZYN, Castle [L7]

Realm: Chybisa
Holder: Constable
Population: 500
Liege: King of Chybisa

The principal seat of Verlid VII, who also holds Onden Keep. Burzyn may be the most impressive fortification on Hârn. Located at the only bridge across the Ulmerien River, the original castle was built some 500 years ago to guard against barbarian encroachment, but has been improved and enlarged many times since, often with the aid of Khuzan masons. Burzyn is a mercantile center of some significance. The *Hodiri* use it for trading and it also commands caravan traffic between Thay and Tashal.

### BWAFT [H4]

A Gargun cave-complex located at an elevation of some 5,900' on the southeastern flank of Mount Obew. Winter forces the inhabitants (Gargu-kyani) into virtual hibernation.

### BYTHE, Keep [G6]

Realm: Tharda
Holder: Bythe Cohort (3c)
Population: 1170
From: Shiran Legion

A fortress and district capital in Shiran Province. Bythe is built on the site of an old Shira tribal fort, and is functionally a castle although still called a keep. It guards a bridge over the Thard leading into Shiran, the only crossing upriver from Coranan. The district legar is Carounda Polivar. The commander of Bythe Cohort (3 companies) is Marvaen Sudela, a competent soldier with ambition to become provincial marshal.

# C

**CALENDER** (See: Tuzyn Reckoning)

### CARCUST [F5]

A Gargun settlement, located in a high pass through the Rayeshas, Carcust is home to over 2,000 Gargu-hyeka.

### CENTAURIN

The origin of Hârn's centaurin is unknown to anyone. They are now very rare and most scholars regard them as mythical. Centaurs are intelligent and use weapons such as the axe, spear, bow and sling with great proficiency. They travel in small family groups and are extremely shy of strangers. A centaur's lifespan is around 400. They are hardy and do not wear garments, although they may carry belts, ornamental jewelry and packs. Centaurs are omnivorous, with a large fibre content to their diet.

### CESTOR, Keep [G6]

Realm: Tharda    Holder: Hediro Cohort (4c)
Population: 550    From: Shiran Legion

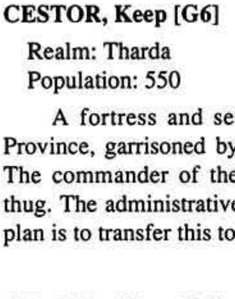
A fortress and settlement in Hediro District of Shiran Province, garrisoned by four companies of the Shiran Legion. The commander of the cohort is Kalarn Horla, a competent thug. The administrative center of the district is Hediro, but the plan is to transfer this to Cestor in the near future.

### CHAKTA, Keep [D7]

Realm: Rethem    Holder: Sheriff of Zabin
Population: 400    From: King of Rethem

Chakta keep dates from 410 when the Corani Empire built it to defend the the lowest crossing of the Thard. It now guards the south end of the Dedergon Bridge, a wooden structure connecting with Golotha. The Sheriff, Sir Lewen of Reytal, worries about the conflict along the Kanday border and fears it may be escalating.

### CHANDLERS' Guild



Chandlers have a monopoly on the production and sale (for profit) of candles, lamps, and the like. Many supplement this activity by provisioning ships, and operating a kind of "general store", offering for resale a variety of wares produced by other guilds. They will charge ten to thirty percent more than would the craftsman himself, but, for those who can afford it, they offer the advantage of "one stop" shopping.

### CHARCOALERS' Guild

Guildsmen who deal in the sale of charcoal, coal, and, in towns only, firewood. Coal is rare on Hârn and quite expensive, but is used by some wealthy Hârnians to heat their homes. The major customers for the charcoalers are metalsmiths, miners, and weaponcrafters.

### CHECKERED SHIELD, Order of the

The western chivalrous fighting-order of the Temple of Larani. The Order of the Checkered Shield is sponsored by the clerical *Order of Hyvrik* and was founded in 622 by Andasin I to guard the northern border of Kanday. The order holds Menekod, which it seized from the *Order of the Copper Hook* during Ezar's War. The Checkered Shield is renowned for its individual and collective military prowess, as well as for its chivalry. The order provides guards for the temples of its parent clerical order, and, on request, for any other "good" church. The order takes its name from the legendary red and white checkered shield of the Goddess Larani. Knights of the order bear facsimiles of this shield.

### CHELNA GAP [I6]

A wooded plain between the Felsha Mountains and the highlands of the Shava Forest. The gap is crossed by the Salt Route and is the main land corridor between eastern and western Hârn. Control of its vital traffic was one of the issues leading to the Salt War between Kaldor and the Thardic League. Today, the region is claimed by Kaldor as Chelmarch, but only the odd patrol from this kingdom is likely to be encountered. Trobridge Inn lies at the western end of the gap. A battle was fought during the Salt War in 672, just east of the inn, where a Kaldoric army was defeated by a larger force of the Thardic League. The gap is the home of the generally hostile *Chelni*, a loose federation of some 30 barbarian tribes. The only hope of safely traversing the gap is to convince a Chelni chief to give his protection in return for suitable gifts.

### CHELNI, The

A loose federation of some 30 tribes, ranging in size from 60 to 200, who occupy the Chelna Gap and surrounding hills. They are a pastoral people, constantly on the move, dwelling in large communal tents. Each tribe keeps herds of cattle and ponies, usually between 100-300 head of each, which are actively traded for ironwares and other artifacts they cherish. The various tribes hold a major gather near Trobridge Inn during the early spring, where they will trade with caravan merchants and each other, a truce being declared for the occasion. For the rest of the year, the Chelni tend to be hostile to each other and to travellers. Their warriors, mounted on their sturdy Chelni ponies, are usually well armed with bow and arrow, spears, and leather round shields.

### CHENAD, Keep [F7]

| | |
|---|---|
| Realm: Tharda | Holder: Chenad Cohort (3c) |
| Population: 670 | From: Coranan Legion |

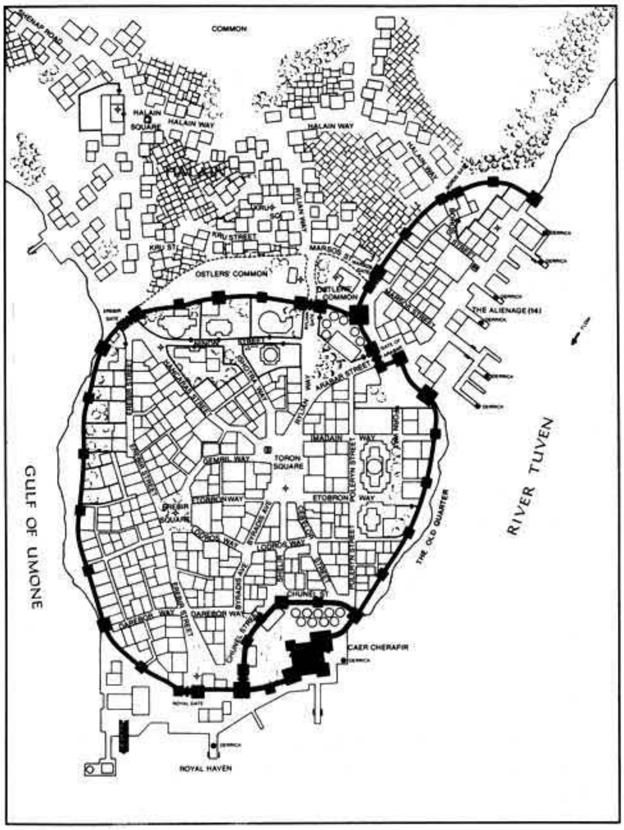
A fortress and district capital in Coranan Province. The site was originally occupied by the Telene tribal people who were assimilated into the growing Corani Empire. The first fortification was built in 339, but later improved by the Emperor Mejenes in 452. The district legar is Lounda Krenna. The commander of the Chenad Cohort's three companies is Toliam Herthel.

### CHERAFIR, City [N10]

| | |
|---|---|
| Realm: Melderyn | Holder: Constable |
| Population: 7000 | Liege: King of Melderyn |

A walled town situated on a headland in the Tuven River estuary. It is the royal seat of the Toron dynasty, kings of Melderyn. The site was occupied by the Jarin as early as 1100 BT, but appears to have also been used by the Earthmasters. The modern city was founded in 1 TR when Erebir Pendragon made it his royal seat. The city is renowned throughout western Lythia as a center of scholastic activity, but is also referred to as the *Mages City*, a place which superstitious folk claim is prone to strange happenings.

Cherafir imposes strict controls on foreign trade and ships. All traffic between Lythia and mainland Thay is required by law to dock here for inspection. There is an extensive list of goods which Melderyn will not permit to be imported. Proscribed items include weapons more "advanced" than those already present on Hârn, and certain (unspecified) drugs, herbs and elixirs. Some potential immigrants with special powers or knowledge are also denied entry. A duty (10-500%) is levied against all allowable imports. Visitors to Cherafir are usually confined to the Alienage, a cosmopolitan dockside district dominated by the Lia-Kavair. The following temples can be found in Cherafir:



COMMON
HALAIN SQUARE
HALAIN WAY
HALAIN WAY
HALAIN WAY
KRU SQ
KRU STREET
KRU ST
RYLAN WAY
MARSOS ST
OSTLERS' COMMON
OSTLERS' COMMON
MARSOS STREET
THE ALIENAGE (94)
DERRICK
GATE OF ARABAR
ARABAR STREET
RYLAN WAY
IMADAIN WAY
TORON SQUARE
GEMRIL WAY
POLERYN STREET
ETOBRON WAY
ETOBRON WAY
EREBIR SQUARE
LOUROS WAY
LOUROS WAY
SYRADIS AVE
DAREBOR WAY
DAREBOR WAY
CHUNEL ST
CHUNEL STREET
CAER CHERAFIR
ROYAL GATE
ROYAL HAVEN
THE OLD QUARTER
RIVER TUVEN
GULF OF UMONE

| | |
|---|---|
| **Halea** | The Silken Voice |
| **Larani** | The Spear of Shattered Sorrow |
| **Peoni** | The Balm of Joy |
| **Peoni** | The Irreproachable Order |
| **Save K'Nor** | The Shea-al-Aecor * |

* HQ of the order and seat of Hârnic Primate.

### CHETUL River [D5+]

Rising in the western foothills of the Rayeshas, the Chetul flows north and west to the Sea of Tirpal. The river is considered to be sacred by the *Urdu* tribal nation.

### CHINDRA, The

A disorganized Gargun nation of Gargu-hyeka inhabiting the northern half of Anadel. They are often in conflict with the *Bujoc* tribesmen.

### CHISON, Keep [E8]

| | |
|---|---|
| Realm: Kanday | Holder: Sheriff of Urien |
| Population: 480 | Liege: King of Kanday |

The moot of Urienshire, Chison was built in 382 on the site of an old tribal hillfort. During the Theocracy of Tekhos (572-88) a bizarre Morgathian cult operated from a hidden temple in the area. The Sheriff of Urien, Sir Nordis of Lunteyn, is thirty two and something of a romantic. He believes in the ideals of knighthood, rather than the realities. One of his fondest desires is the establishment of an annual tournament of chivalry similar to the famous royal tourney held in Olokand in Kaldor. Since his appointment in 717, he has been petitioning Andasin IV to this end.

### CHUCHLAEN WHEELWRIGHT, Order of

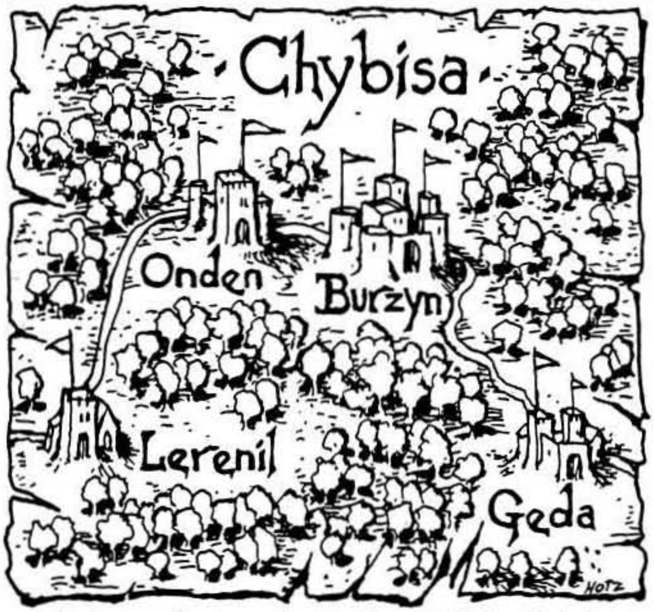
An Ilviran clerical order based at Gedan. The order was founded in 686, and is associated with the Jarin resistance movement at Gedan.

### CHYBISA, Kingdom of

Chybisa is Hârn's smallest state, a tiny kingdom on the south bank of the Ulmerien River, ruled by King Verlid IV from Burzyn. The kingdom was founded in 160 by a mixed group of immigrants from Melderyn, led by a knight (?) called Shobald.

Chybisa was once significantly larger, but lost most of her territory to rampaging Pagaelin and Hodiri tribesmen during the Migration Wars. Five centuries later, the kingdom still maintains a delicate independence, although she has twice come under the control of foreign powers, Melderyn (409-475) and Kaldor (678-687).

Chybisa contains some of Hârn's most impressive fortifications, particularly the royal castle at Burzyn. Unlike other feudal kingdoms on Hârn, Chybisa is not divided into shires and has no earldoms. The present king, Verlid VII, has his



principal seat at Burzyn and a royal keep at Onden. Geda keep is held by Baron Forsetha, Lerenil keep by Baron Legith, both from the king. The 24 monarchs who have ruled Chybisa are:

| **House of Shosel** | |
|---|---|
| Shobald | 160-183 |
| Verlid I | 183-210 |
| Verlid II | 210-251 |
| Colasten I | 251-284 |
| Verlid III | 284-316 |
| Verlid IV | 316-350 |
| Nyrenalis | 350-354 |
| Colasten II | 354-375 |
| Verlid V | 375-392 |
| Verlid VI | 392-409 |

| **House of Rylia*** | |
|---|---|
| Imadain I | 409-413 |
| Imadain II | 413-440 |
| Arabar | 440-463 |
| Erebir | 463-475 |

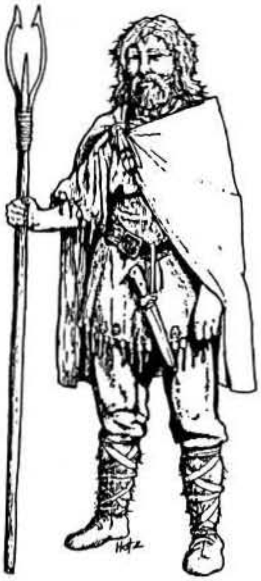
| **House of Burzada** | |
|---|---|
| Sharat I | 475-506 |
| Gometh | 506-521 |
| Sharat II | 521-541 |
| Lonatar | 541-559 |
| Sabalyne | 559-590 |
| Gebral | 590-627 |
| Udine I | 627-661 |
| Udine II | 661-664 |

| **House of Geledoth** | |
|---|---|
| Balesir + | 664-691 |
| Verlid VII | 691- |

*Kings of Melderyn
+Torastra of Kaldor
(ruled 678-687)

### CHYMAK, The

The tribesmen of Belna Island. They number just over two thousand, spread among sixty clans of 25-50 persons. Clans are matrilineal, but not matriarchal. Descent and inheritance are traced through the maternal line, but woman do not govern. The Chymak are great fishermen and are noted for their large sea-canoes, which they skillfully navigate throughout the area's perilous waters, from the mouth of the Kald to Cape Horab, and even as far south as the island of Shata Island. The Chymak have taboos concerning the islands of Keboth, Yaelin, and Gyzem.

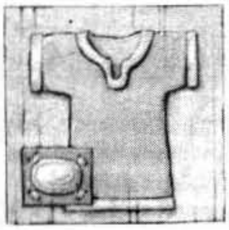


### CHYREFAL Castle [N9]

Realm: Melderyn
Population: 480
Holder: Sheriff of Ikom
Liege: King of Melderyn

The present castle was built in 478, but this site has been continuously occupied since at least 1100 BT when the Jarin built a small settlement. There is also evidence of much earlier habitation, namely a ring of standing stones called the Twelve Arrows that is several thousand years old. During the Five Kingdoms period Chyrefal was the capital of the Kingdom of Chaig. After the foundation of Melderyn, it became the Earldom of Iko. The ruling house died out in 590, and the Earldom was formally abolished by the Shires Edict of 630. Due to communication difficulties, Ikoshire is very much left on its own, with little interference from the crown. The Sheriff is Sir Balsen Torele, a highly competent administrator. Chyrefal has an Odivshe chantry of the Shek-Pvar, established as early as 500 BT, and considered one of the best of its type in Lythia.

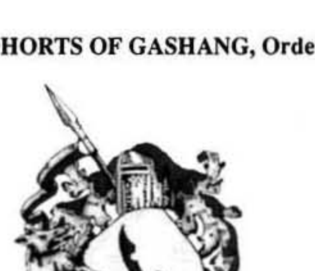
### CLOTHIERS' Guild



Clothiers belong to one of the largest guilds. Most of the population makes its own rags, but the wealthy middle class and the nobility count a clothier's products among their status symbols. A master clothier knows the arts of tailor, glover, and haberdasher, although some masters specialize. Some establishments employ dozens of journeymen and apprentices Wealthy nobles may have bonded master clothiers in their employ.

### COHORT (See: Legion)

### COHORTS OF GASHANG, Order of the



An Agrikan fighting-order based at Themeson, sponsored by the female clerical order, *Eight Demons*. The full name of the order is *Cohorts of Gashang, the Emperor of Flame*, but their formal title is little used. Interestingly, the clerical order is restricted to women, while the fighting-order is open only to males. Originally only a sub-sect, the Cohorts of Gashang split from the *Red Shadows of Herpa* in 714 at the climax of a theological/political dispute. Knights of the order are known to bring captives to the tender mercies of its parent clerical order in Golotha, Shiran, and Coranan. They carry red tipped maces as a favorite weapon, the *Gashang* being the symbolic flaming mace of Agrik.

### COMPANY

The nearest English translation of a term used, generally throughout Hârn, to describe a military unit composed of about twenty men. (Also see: Legion)

**COPPER HOOK, Company of the**

An Agrikan fighting-order established in 623 under the sponsorship of the clerical order, *Fuming Gate*. After several decades of aimless pillage and poverty, the order swore fealty to Arlun of Rethem in 641, probably in the hope of being granted some lands. This grant took forty years, but their patience was handsomely rewarded in 681 when Nemiran gave them Menekod, Hyen, Dunir, and Selvos.

The next year, the order used its new power to launch an attack on the Kandian keep at Imiden. This started a fifteen year conflict between Rethem and Kanday that came to be named (after the order's grandmaster) as Ezar's War. The war proved to be disastrous for both Rethem and the order. All of the order's holdings except Hyen were captured and are still held today by Kanday. The Copper Hook has never recognized the Peace of Selvos which ended Ezar's War in 697. It has continued to skirmish with Kandian units for the past 23 years, notably with those of the *Order of the Checkered Shield*.

**CORANAN, City of [E7]**

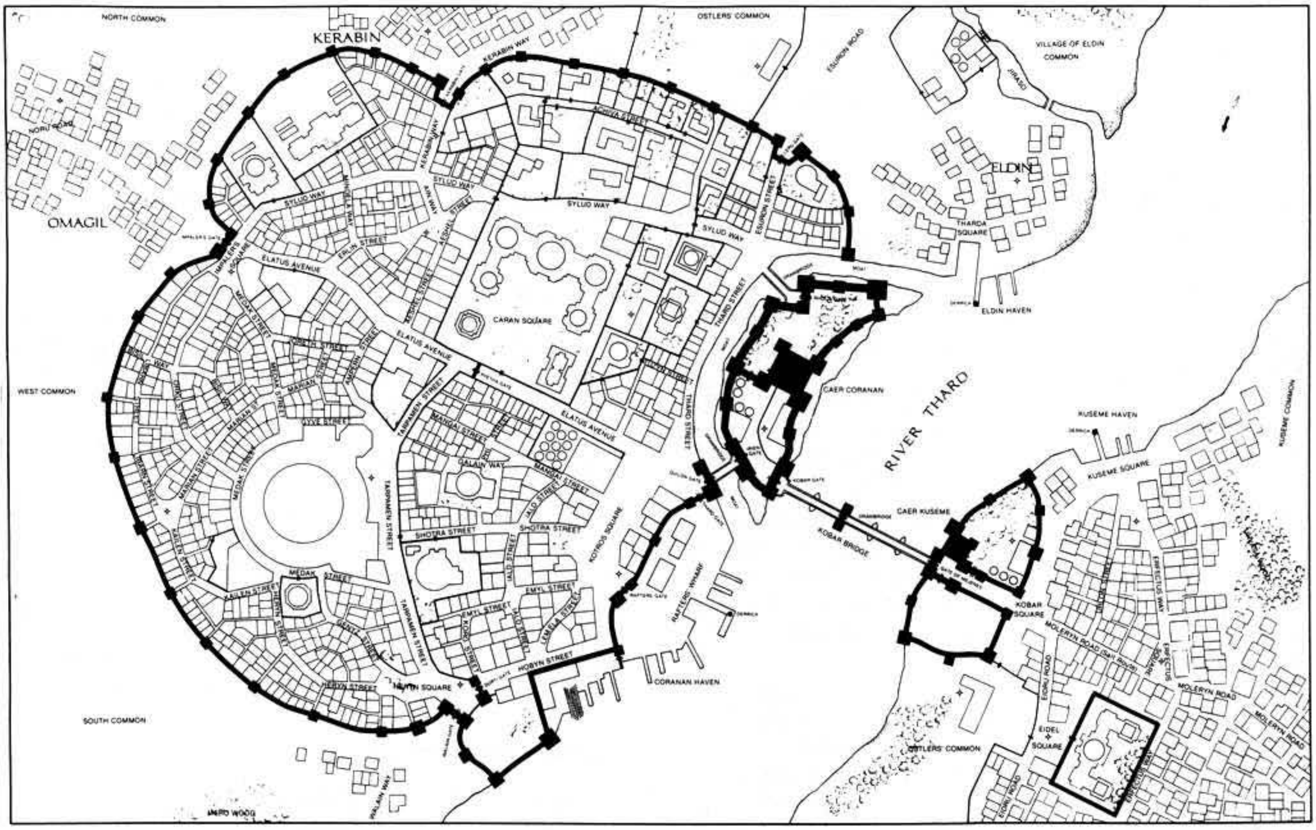
Realm: Tharda — Status: Freetown (Prefect/Warden)
Population: 12,500

Hârn's largest city, located in the heart of the fertile Thard valley, Coranan is the most important economic center of the region. It is the terminus of the Salt Route, the main trade route with eastern Hârn, and it sits astride the road and river links between the cities of Golotha, Shiran, and Aleath.

Coranan was founded in 301 by Corthir, the first ruler of the Corani Empire. As the imperial capital, Coranan grew to dominate the cultural and economic affairs of Tharda, but became somewhat decadent and fell to the hordes of the Balshan Jihad in 565. The establishment of the capital of the Theocracy of Tekhos at Shiran, perceived as a deliberate snub, made Coranan a center of intrigue against Tekhosian rule. This culminated with the assassination of Horahnam, dictator of the regime, in Coranan in 588. After the collapse of the Theocracy brought several decades of turmoil, the Coranan Republic, founded in 621, managed to restore order in central Tharda and the city began to flower again. In 632, an alliance was formed with the Shiran Republic, developing into the Thardic League in 636. When the League became the Thardic Republic in 674, Coranan became its capital.

The City of Coranan is governed by two officials, both appointed by the senate for one year terms, renewable at the pleasure of the senators. The Prefect is responsible for financial, judicial, and other civic matters, and has a large bureaucracy to assist him. The current prefect is Toribir Wejik, a competent

City of Coranan


NORTH COMMON
KERABIN
KERABIN WAY
NORU ROAD
OMAGIL
WEST COMMON
SOUTH COMMON
SYLUD WAY
ELATUS AVENUE
ERLIN STREET
MEDAK STREET
MARIAN STREET
CARAN SQUARE
TARPAMEN STREET
MANGAI STREET
GALAIN WAY
SHOTRA STREET
IALD STREET
EMYL STREET
KOTROS SQUARE
HOBYN STREET
HERVYN STREET
HERVYN SQUARE
KAILEN STREET
WALAIN WAY
OSTLERS' COMMON
ESURON ROAD
ESURON STREET
THARD STREET
VILLAGE OF ELDIN
COMMON
ELDIN
THARDA SQUARE
ELDIN HAVEN
CAER CORANAN
RIVER THARD
KOBAR BRIDGE
CAER KUSEME
KUSEME HAVEN
KUSEME SQUARE
KUSEME COMMON
KOBAR SQUARE
MOLERYN ROAD (Salt Route)
MOLERYN ROAD
EIDRU ROAD
EIDEL SQUARE
RAFTERS' WHARF
CORANAN HAVEN

administrator who has held the office for four years. Wejik is a scholarly man of fifty seven, whose frail appearance belies his energy. He frequently outworks his younger assistants.

Military affairs are the responsibility of the Warden, commander of the *Red Guard*, a cohort of eight companies which is the only unit of the Thardic army permitted within the city's walls. The Red Guard was originally formed to protect the Chamber of the Red Domes, now housing the Thardic Senate. Headquartered in the impressive Citadel, the Guard sees itself as the elite of the republic's warriors. Entrance requirements are theoretically high, but years of indolence and the practice of granting officer ranks to favorite nephews of senators has blunted its fighting edge. The Guard is also supposed to be the garrison/police force of Coranan, but it deems such duties too trivial, and they have gradually been taken over by a multiplicity of privately-funded mercenary bands. The position of Warden has been vacant for three months due to a deadlock in the senate. The two leading candidates are Harmon Kainel and Azikain Gelber.

With the possible exception of Cherafir, Coranan is the most cosmopolitan settlement of the Hârnic Isles. The city is noted for its profusion of palaces and major buildings. In addition to the Chamber of the Red Domes and the Citadel, formerly a palace of Corani Emperors, the city has 12 major temples and Hârn's largest Pamesani Arena. Coranan is a city of enclaves; its several quarters are divided by walls. Coranan has the following temples and clerical orders:

| | |
|---|---|
| **Agrik** | The Eight Demons |
| **Agrik** | Herpa the Mace (covert) |
| **Agrik** | The Octagonal Pit |
| **Halea** | The Silken Voice |
| **Larani** | Order of Hyvrik |
| **Morgath** | The Lord of Chaos |
| **Naveh** | Covert + |
| **Peoni** | The Balm of Joy |
| **Peoni** | The Irreproachable Order |
| **Save K'Nor** | The Hyn-Aelori * |
| **Save K'Nor** | Order of Rydequelyn |
| **Save K'Nor** | The Shea-al-Aecor |

* Headquarters of the order.
+ Seat of the Primate of Hârn.

**CORANI EMPIRE, The**

The empire founded in 301 by Corthir, chieftain of the Corani tribal nation. It came to dominate all of western Hârn before collapsing to the Balshan Jihad in 565. The Corani empire was the largest human state in Hârnic history. Seemingly destined to rule all of Hârn, its corruption, too many weak emperors, and a series of floods, plagues, and famines led to its demise. Much of the character of present day Tharda had its roots in the empire; most of the region's fortifications, roads and ports were founded during its existence. The 15 monarchs who ruled the Corani Empire were:

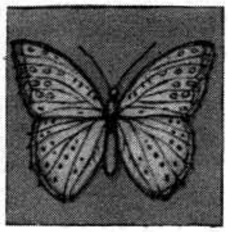
| | | | |
|---|---|---|---|
| Corthir | 301-318 | Mejenes | 443-465 |
| Kusem | 318-333 | Sylud | 465-485 |
| Lobir | 333-361 | Saurach | 485-491 |
| Raelan | 361-366 | Mindrithar | 491-512 |
| Arosta | 366-380 | Korad | 512-528 |
| Malian | 380-394 | Shorka | 528-555 |
| Kobar | 394-437 | Medak | 555-565 |
| Laketta | 437-443 | | |

**COSYUH Keep [M7]**

Realm: Melderyn — Holder: Sheriff of Elorin
Population: 300 — Liege: King of Melderyn

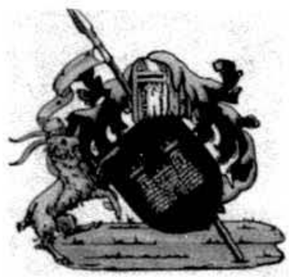
A royal keep in Elorinshire held for the king by Sir Denyl Hilbern, Sheriff of Elorin. The site was once a *Lakori* tribal settlement, and the existing keep was built in 548, replacing an earlier structure built around 180 by the Kingdom of Elorinar. Sir Denyl, who is twenty six, was appointed Sheriff in the summer of 719. Until that time he had been the deputy to the previous Sheriff, Sir Peten Tamarin, who died after a riding accident. Sir Denyl is a laconic young man who periodically displays a sardonic wit.

**COURTESANS' Guild**



Courtesans offer a wide range of erotic services in houses which bear names such as *House of the Seven Joys* and *Floating World of Three Heavens*. Courtesans should not be thought of as ordinary prostitutes, and their houses are far above the common brothel in decorum and luxury. The guild is loosely organized. Typically, the guild acquires most of its attractive teenage girls through brokers from their impoverished fathers, a better fate than most would otherwise enjoy. These girls receive instruction in the erotic arts in return for a bonded contract to work for a franchised house for seven years. After this a courtesan may retire, leave to join another house, or remain with her present house as a partner. Courtesans are always expensive. Depending on the house, services range from 12-36d per visit, and the great ladies of the profession can command fees tenfold this. Most courtesans retire before age 30, usually with a tidy nest-egg. Some marry former clients, or enter the church of Halea (their patron deity). A few will establish their own houses. The most famous (and expensive) Hârnic Courtesan houses are in Shiran.

**CRIMSON DANCER, Order of the**



An Agrikan, female fighting-order, sponsored by the female clerical *Order of Kukshin*. There is a hostel of the order in Shiran, but the Orbaalese keep of Quimen has been the headquarters of the Crimson Dancer since it was banished from Rethem in 701. The order draws most of its recruits from martially inclined shield-maidens, disenchanted with their subservient role in society. The order is infamous for its brutal treatment of its Jarin thralls, and is well feared by menfolk everywhere.

**CUNDRAS Keep [M8]**

Realm: Melderyn — Holder: Lady of Paladins
Population: 330 — Liege: King of Melderyn

Cundras was built by order of King Lodros in 624. In 654 King Etobron granted both Cundras and Fosumo to the Laranian fighting order, *Lady of Paladins;* Cundras is the headquarters of the order. Since 714 the order has staged a vicious "crusade" against the *Solori* tribesmen, seeking to win control of their lands, but faces growing opposition within the Church of Larani for its genocidal atrocities. The Chabla (Grandmaster) is Sir Enyel Trenoul, a shrewd and stubborn man of forty eight.

### CUPETH Keep [M7]

Realm: Melderyn Holder: Sheriff of Lened
Population: 295 Liege: King of Melderyn

Cupeth was originally settled during the Kingdom of Elorinar. A hillfort was constructed here in 187, and a wooden tower was built early the next century. Cupeth marks the easternmost point of *Bujoc* raiding during the Migration Wars. The keep was built in 285 and additions were made in 572. The current Sheriff, Sir Jenis Thabel, is a second cousin of the Earl of Nurisel, and a close confidant of King Chunel.

### CUTON Keep [E8]

Realm: Kanday Holder: Baron Elecher
Population: 385 Liege: Earl of Sarkum

A keep in Torenshire, first built in 364 by King Alash of Aleathia. Following the collapse of the Theocracy in 588, the keep was seized by Korlim Elcher. He established a small, independent state that eventually joined with the growing Kingdom of Kanday. The fourth baron was Korlim's granddaughter Arelora, who married Ashenan, and became the first queen of Kanday after his death. After her death the barony reverted to her second cousin. In 693, Queen Eriel made the Baron of Cuton a vassal of the Earl of Sarkum. The present baron is Rykan Elcher. Rykan is twenty six and a close friend of Prince Anaflas, the king's younger brother. (See: Imiden).

# D

### DAASEN, Keep [H2]

Realm: Orbaal Holder: Clan: Daasen
Population: 220 Tribute: Lord of Vaagel

Built in 487 by the Jarin under the name Kyloryn, this keep was captured by the Ivinians in 673. The current valhakar is Harsin Daasen, twenty eight, and something of a fool. The intrigue within clan Daasen may result in his death. The Daasens are a branch of clan Daas from Menglana in Ivinia.

### DARL, River [L5]

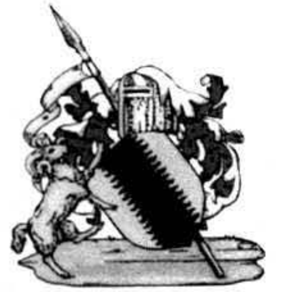
The Darl springs from a cave in the Sorkin Mountains to flow southwest into Tontury Lake. Placer gold has been found on the banks of the Darl and there has been speculation that the mother-lode lies inside the cave.

### DASEN, Keep [C6]

Realm: Rethem Holder: Constable
Population: 285 Liege: Earl of Tormau

A fief in Hohnamshire, held by Sir Nefin Lynnaeus for the Earl of Tormau. Dasen keep was built in 674 by clan Lynnaeus to guard the northern flank of Tormau and has been held by this clan since then. The present constable is the earl's cousin.

### DEMON PAMESHLU THE INSATIABLE, Order of



An Agrikan fighting-order sponsored by the clerical order, *Octagonal Pit.* The order holds no lands, serving primarily as guards, gladiators, and beast and slave masters for its parent clerical order which operates the *Pamesani* games in Rethem and Tharda. Most "knights" are skilled warriors, and one of their principal tasks is to "recruit" suitable opponents for the games.

### DENIA River [D5+]

Gathering in the Peran marshland, the Denia is a swift river flowing into the Gulf of Pendos at Tormau.

### DERET, River [F5]

Fed by the Mount Anegif snowcap, the Deret cascades through precipitous canyons to empty into the western end of Lake Benath. Silver mines dot the river's course (See:Iracu). Various explorers have sought in vain along the banks of the Deret for Lothrim's Tomb.

### DIAFFA, The

Unorganized Gargun tribes of Gargu-arak, inhabiting the hilly forests of eastern Orbaal around Gedan.

### DIRENA, Lake [H5]

A lake in the Felsha Mountains holding the headwaters of the Anish River. The Anisha ruins lie on its northern shore.

### DOMID, Isle of [G8+]

A well-forested island, off the southeast coast of Tharda, with a band of heathland on its southern margins. There are no civilized settlements, and the present inhabitants are the Domi, a minor branch of the *Gozyda* tribal nation. Numerous wrecks dot its shores, and the remains of a village, said to be a legacy of an Aleathian Odyssey shipwreck, have been reported.

### DRAGONS

Few dragons are personable enough to be approached on the subject of their history, hence little is known of their legends, customs, myths, or powers. The rarity of reports leads many to believe that dragons are mythical, but the last remnants of dragonkind do exist in isolated, mountainous regions of Hârn. Hârnic dragons are not true reptiles. They are long (often exceeding forty feet in length) and sleek, fairly light-boned, have large scalloped wings (although not all can fly), four dexterous legs with taloned feet, and long graceful tails. They are possessed of considerable strength and intelligence, and some can breath fire with great effect. Dragons have been known to use magic, particularly a spell whereby those who gaze within a dragon's eyes are mesmerized. Dragons enjoy long periods of dormancy in their lairs and do not seem to experience hunger as often as their large bulks would indicate. Legend has it that dragons like to hoard treasure and shiny objects. What possible use they might have for such baubles is anyone's guess. Also see, Ilme.

### DRYADS

Legendary woods dwellers who assume the forms of trees during the day and the shapes of beautiful maidens at night. A mortal male who ventures into *Dryad Groves* (dotted throughout Hârn) at night, may be charmed by their magic to dally, as a lover, for a year and a day, with little or no memory thereafter of what transpired. Except for stealing a man's time, they are relatively harmless, unless rejected or offended.

### DUMON, Keep [G6]

Realm: Tharda Holder: Dumon Cohort (4c)
Population: 640 From: Kom Legion

Formerly the site of a large Komii tribal settlement, Dumon was fortified by the Corani Empire in 385. Locals claim that the area is haunted by the spectre of a Komii woman who is periodically encountered near streams washing bloody clothes and weeping for the Komii. The keep is the administrative center of Dumon District. The district legar is Carala Massith, known throughout Kom as an ambitious and unscrupulous man. The commander of the Dumon Cohort's four companies is Duraena Pesed, a cousin of the provincial marshal at Parnan.

### DUNIR, Keep [D8]

Realm: Kanday Holder: Baron Xelados
Population: 510 Liege: Earl of Selvos

The first fortification at Dunir was built by Xuaka of Aleathia in 437, and later became a Corani legionary fortress and minor naval base. During the Interregnum, Dunir was an independent state, but eventually joined with Kanday. In 654 Dunir surrendered to King Arlun of Rethem, who had taken advantage of the death of Andasin II. In 681, King Nemiran of Rethem granted Dunir to the Agrikan fighting-order, *Copper Hook*. The keep was besieged by the Kandians during Ezar's War and fell in 693. The commander of the victorious army, Sir Yuri of Xelados, was raised to baron in 695 and made a vassal of the Earl of Selvos. Yuri is now sixty three, and although he is troubled by gout, he has lost none of his youthful enthusiasm for hunting, drinking, and lechery.

**DWARF** (See: Khuzdul)

### DYGU, River [G4+]

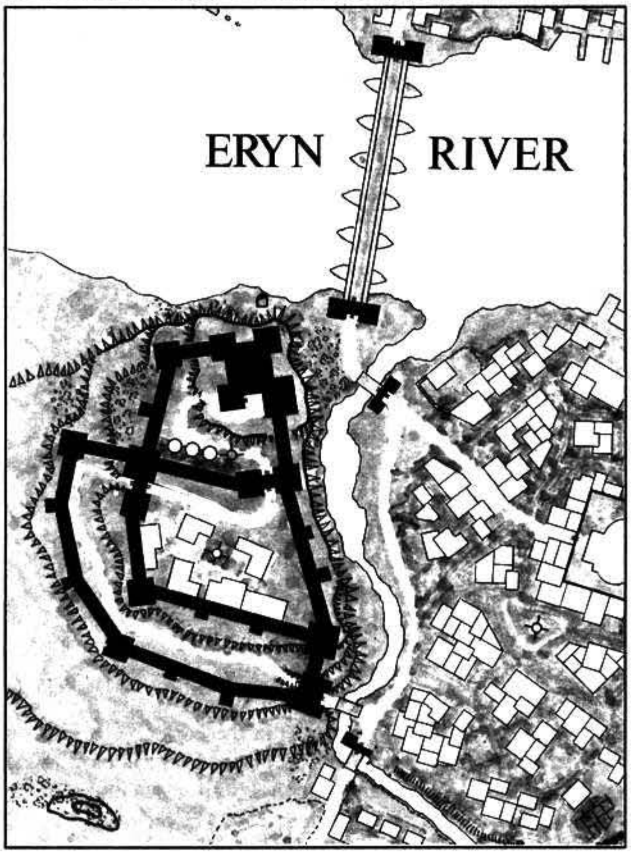
Rising in the central Rayesha Mountains, the Dygu flows east and south through Kabloq into Lake Benath.

### DYRISA, Castle [E8]

Realm: Kanday Holder: Constable
Population: 2300 From: King of Kanday.

The second largest settlement in the Kingdom of Kanday (after Aleath) Dyrisa is the principal seat of the King of Kanday and center of the royal bureaucracy. The original keep was built in 388 during the Corani Empire on the site of an earlier fortification and tribal settlement. After the collapse of the empire, Dyrisa was held by a series of Morgathian despots who preserved their power long after the collapse of the Theocracy of Tekos in 588. The castle eventually surrendered to Andasin I of Kanday in 620 after a bitter three month siege. The Morgathian temple which stood at the center of the town was immediately razed and the ground it stood on "exorcised and sanctified".

Dyrisa is a budding walled town with an impressive castle. Located at the head of navigation on the River Eryn, the fortress guards a good stone bridge bearing the Aleath-Coranan Road. The wall was begun in 718 and is still under construction. The town also contains a magnificent Laranian cathedral, begun in 669 and finished in 715. It is the seat of the Laranian archbishop of Kanday. The king spends about 4-6 months of each year in Dyrisa, mostly during the winter. The Constable of Dyrisa, Sir Fodin of Dravaen, governs when the king is not in residence.



# E

### EBEIN, Keep [H2]

Realm: Orbaal    Holder: Clan Gydasael
Population: 180    Tribute: King of Orbaal

Built in 528 by the Jarin who called it Alyne, Ebein was, captured by the Ivinians in 665. Clan Gydasael are loyal cousins of King Alegar II and hold Ebein at his pleasure. The present valhakar, Myrvolde Gydasael, 58, toadies heavily to the king. His son Taebaal seems more promising, and some clan members would not be saddened by Myrevolde's death. His beautiful daughter, Rulyne, is considered one of the most desirable maidens in Orbaal and has an exorbitant brideprice. She wishes to join the *Order of the Crimson Dancer* at Quimen.

### EDERWYN, Gulf of [G10+]

An arm of the Haonic Ocean to the south of the Hârnic Isles. The gulf is notorious for its violent winds, turbulent seas, and mountainous swells. Few mariners care to risk life and vessel in these waters. The name comes from the Jarin myth of Eder, a god whose violent nature caused his expulsion from the "High Forest of the Undamned" and his imprisonment in a huge cage (a league across) beneath the gulf's waters. His furious, but futile writhing, is held responsible for the rough seas.

### EDINO Keep [E8]

Realm: Kanday    Holder: Sheriff of Daen
Population: 370    Liege: King of Kanday

The moot of Daenshire built in 403 by Queen Elana of Aleathia. Following the annexation of that kingdom by the Corani Empire in 453, Edino became the residence of one of the deputy governors of Aleathia province. Edino is most famous as being the birthplace of Andasin I, the founder of Kanday, whose father was executed by the Theocrats. In 598 Andasin attacked Edino and seized it from the vicious warlord Taklar Zedabas, known locally as *The Ogre*. The Sheriff of Daen is Sir Crasel of Avandar, a hardworking and laconic man of forty eight.

### EFESIR River [M6+]

The Efesir rises in the southern Sorkin Mountains to run southwards into the Horka above Menio.

### EFREL, River [I5,J5]

A river fed by Mount Cheron glaciers, flowing eastwards to join the Hemurin River west of Olokand.

### EIDRU, Keep [F7]

Realm: Tharda    Holder: Eidru Cohort (8c)
Population: 620    From: Eidel Legion

Built in 452 to guard the southern approach to Kuseme and Coranan. After the fall of the Corani Empire in 565, Eidru was in the hands of a brutal Morgathian despot called Jamyn of Mykman who was assassinated in 589. For a time Eidru was an independent republic, but was annexed by the Coranan Republic in 623. The keep was captured by the armies of Kanday in 665 during the Five Year War and remained a part of that kingdom until 712 when it was recaptured for the Republic by Kronas Elernin. The district legar is Morasy Yemala, who is husband to Florane Elernin, the eldest daughter of Kronas Elernin. The commander of Eidru Cohort's eight companies is Tobrin Levrel, a member of the powerful Levrel clan from Noru.

### EIGHT DEMONS, Order of the

An Agrikan, female clerical-order, infamous for sexual-torture, mutilation, and sacrifice of male captives brought to them by its sponsored fighting-order, *Cohorts of Gashang*. The order was established in 714 when it split from another order, *Herpa the Mace*. The order's motherhouse is in Shiran; other temples are located in Coranan and Golotha.

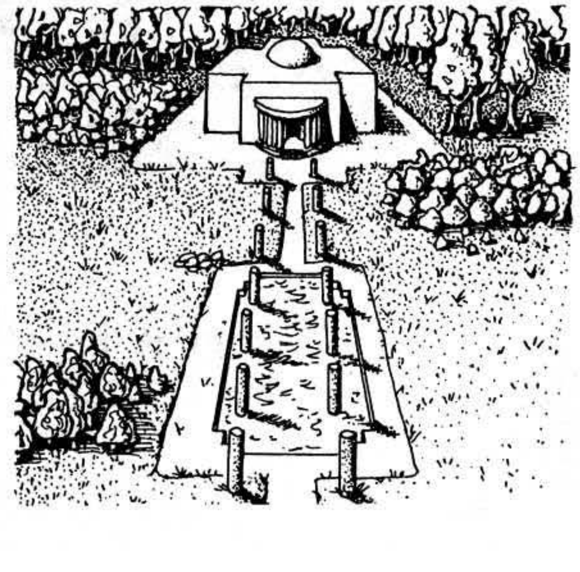
### EJATUS [I2]

A Gargun cave-complex located in the eastern Jahl Mountains, inhabited by Gargu-khanu and Gargu-arak.

**ELF** (See: Sindarin)

### ELKALL-ANUZ [I6]

The best preserved of several sets of ruins, collectively known as the *Plain of Towers*. Of Earthmaster origin, the ruins are located in a relatively flat area of woodland at the southwestern end of the Kathela Hills near the Farin River. Elkall-Anuz was once the capital of Lothrim, the despot who ruled much of central Hârn from 110-120 TR, and was the largest human city on mainland Hârn at this time. There are many unexcavated barrows in and around Elkall-Anuz, some dating from before Lothrim. The surrounding region is inhabited by some *Chelni* tribes, but the ruin is generally avoided by them. The well preserved Earthmaster temple is illustrated.



**ELMITHRI**

Water-dwelling sprites with various powers of enchantment. The Elmithri can usually be perceived only by those with psionic or magical sensitivity. Elmithri can be mischievous or downright dangerous, but are usually quite harmless. They are similar and related to the *Asiri*.

**ELNAR, Island [M10]**

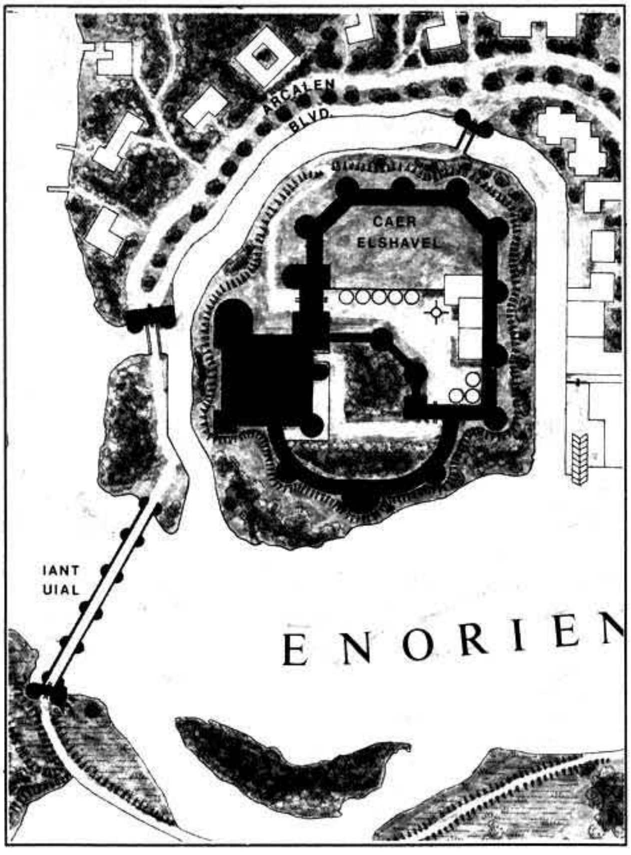
A flat, wooded island in the Indatha Straits, a fief of Melderyn, and the location of Karveth Castle.

**ELSHAVEL, Castle [I7]**

| | |
|---|---|
| Realm: Evael | Holder: King of Evael |
| Population: 800 | |

The principal settlement of the elven Kingdom of Evael, located on the left bank of the Enorien in the carefully tended woodland heart of the Shava Forest. The site has been occupied by the Sindarin for more than ten thousand years, but it became the center of Sindarin culture only after their withdrawal to the Shava Forest around 680 BT. Although small, the town and castle are "enchantingly beautiful".

The castle is the principal seat of Aranath, the Sindarin king for the past fourteen centuries. Crossing the Enorien river at Elshavel is a very old stone bridge called the *Iant Uial* (Twilight Bridge). This is the western end of the Analinsir Road to Ulfshafen, the only paved road in eastern Hârn. Other prominent structures are the *Silver Harp Palace of Arms* and the *Silver Lute Place of Harpers*. Said to be powerfully enchanted, Elshavel is almost always closed to non-Sindarin except for a few trusted and resident Jarin.



**EMABA Strait [C9]**

A rough-water passage dividing the isle of Anfla from Hârn. Treacherous rocks, some visible only during low spring tides, narrow the passage and have brought many a ship and its crew to their doom.

**EMBALMERS' Guild**

Embalmers have a monopoly on the commercial preparation of corpses for burial. Some temples and noble houses bury their own dead, but they often employ a master Embalmer to actually do the work. Embalmers are skilled in all the prevalent local arts and customs and can discretely make whatever arrangements are required. The embalmer's principal market is with the upper and middle classes; most simplefolk are cremated or buried in simple or unmarked graves.

**ENLAYA Island [C10]**

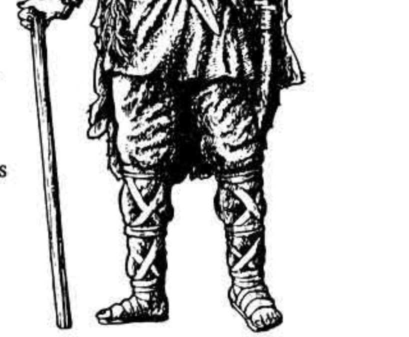
A small, hilly, forested isle lying in the Gulf of Ederwyn. Generally uninhabited, Enlaya is periodically visited by the *Adaenum* of nearby Anfla.

**ENORIEN, River [I7]**

The principal river of the Shava Forest, flowing from the Shava Highlands south to Elshavel, then eastward to enter the Kald Estuary at Ulfshafen. The river and its tributary streams are said to be under the enchantment of King Aranath of Evael, at whose command they flow cool or cold, swiftly or not at all. A common belief is that the Sindarin derive their longevity, good health, and youthful appearance from its waters.

**EQUANI, The**

The warrior tribesmen of Equeth, the Equani are divided into several dozen tribes, ranging in size from 40 to 130. They hunt mainly with spear and bow, and are among the most primitive of Hârn's wild humans. They seem to live for war. They are constantly fighting with the *Urdu* and *Ymodi*, to say nothing of the always troublesome Gargun to the south. Even among themselves, the Equani raid for food and women. The heart of their culture is a war cult, whose leader is the tribal chief. Males bear elaborate self-branding marks inflicted as part of a puberty ritual.



**EQUETH [F4+]**

A rough, forested coastal region, bounded on the south and east by the Rayesha Mountains, and on the west by the Uthel and Pemetta Rivers. Equeth is the montaine of the *Equani*, fierce tribesmen of Jarin descent.

**ERYN, River [E8]**

Rising in the Ternu Hills, the Eryn flows southeast and south to Aleath on the Gulf of Ederwyn. The river is crossed by a bridge at Dyrisa, the head of navigation.

**ESENOR, Keep [K5]**

Realm: Kaldor
Holder: Baron Tesla
Population: 400
Liege: Earl of Gardiren

A keep in Balimshire held by clan Tesla. The keep was first built in 285, but was entirely rebuilt in the middle of last century. Baron Tesla is a shrewd intriguer with many friends (and enemies) at court.

**ESURON Keep [F7]**

Realm: Tharda
Holder: Esuron Cohort (3c)
Population: 575
From: Coranan Legion

Esuron Keep was the site of an ancient Corani tribal fortification. The earthworks of the old hillfort are still plainly visible, and it is not uncommon for ancient artifacts to be turned up by local peasants working their fields. The existing keep was built in 687 to replace a structure erected by Corthir in 304. The district legar is Endal Cadrune, a member of one of the Republic's most powerful clans. Yandal is 37 years old and has a difficult time hiding his ambition to be the next provincial magistrate. Astur Exenion commands the Esuron Cohort, which has a current strength of three companies.

**ETECE, River [I3]**

A tributary of the Anoth rising in the western Rayesha Mountains.

**EVAEL, Kingdom of**

The last remnant of the elven kingdom which once covered all of Hârn. Some fourteen centuries ago, unable to stem the tide of human immigration, the Sindarin renounced claim to Hârnic sovereignty and withdrew to the Shava Forest. Evael is now more of a sanctuary for the 5,000 elves of Hârn than a kingdom in the human sense.

Evael's borders are the Farin River on the west, the Wend on the north, and the Kald on the East. The islands of Yaelin and Keboth are also loosely controlled parts of the kingdom. Most of Evael's Sindarin population live in isolated clanhouses scattered throughout the Shava Forest. There are only two large settlements: Ulfshafen, the only port; and Elshavel, the royal seat of Evael's founding monarch, King Aranath, who still rules. Both major settlements have a population of humans of Jarin descent. The Shava Forest has a reputation for all manner of strange enchantments; few non-elves are permitted within. The kingdom takes little notice of the rest of Hârn, although some trade is conducted through the port of Ulfshafen.

**EWEN, Keep [E7]**

Realm: Kanday
Holder: Constable
Population: 405
Liege: Earl of Heroth

A keep in Noreashire, Ewen was built during the Corani Empire in 386 to complement the fortification at Techen. The settlement is notorious for *Sanguine Azura*, the month long orgy of execution in 557 during the purges of Medak, the last Corani Emperor. During the Interregnum, it was the center of the "Kingdom" of Ravin, governed by the brigand "clan" Soursi. The Laranian fighting order, *Checkered Shield*, captured Ewen in 623, and the keep has been one of the fiefs of the Earl of Heroth since that title was created. The present constable is Sir Willem of Tast, a distant cousin of the Earl.

# F

**FANA [L4]**

A Gargun cave-complex in the Sorkin Mountains south of Azadmere. It is inhabited by Gargu-viasal. Fana was originally built as an outpost of the Khuzdul of Azadmere, but was taken by the Gargun in 135.

**FARIN, River [I5]**

Rising among the glaciers of Mount Putest, the Farin flows generally south and west to enter and drain Lake Heras, thence running to the Gulf of Chakro. The Farin is the western boundary of the Kingdom of Evael, and (theoretically) the eastern boundary of the Thardic Republic. The cruel *Tulwyn*, who inhabit Athul, will never cross the Farin River, a taboo related to some unpleasant experience with the Pesino ruins. The river is fordable at Trobridge Inn.

**FEBEN, River [G2]**

A cold, swift Orbaalese river. The Feben's source is meltwater of the Hoengreb glacier, then it feeds and drains Jariga Lake into the Sea of Itikir.

**FELGOTH [L5]**

A Gargun cave-complex in the Sorkin Mountains to the west of Garvin Bay. This settlement of Gargu-hyeka is surrounded by dozens of its nomadic splinter bands, most of which are very small.

**FELSHA Mountains [H6+]**

Hârn's most inhospitable region, lying generally between Lake Benath and Kaldor. The range has 14 peaks above 6,000 feet, including Mt. Wynan, Hârn's highest mountain at 9766' and its sister peak, Mt. Woben at 9597'. Numerous legends surround these two majestic peaks. They have been rumored to house *Lahr-Darin* although no real evidence of this exists. Another legend relates that in the distant past, Hârn was governed by a beneficent and most pious king and queen who, on ending their long and regal reign, were transformed into these two great mountains. In any event, atrocious winters and terrain, and equally unpleasant inhabitants, make the Felsha Mountains a hard place to survive. The principal natives are Gargun at Gifuso, Nizus, Korego and Pryeh. The area east of Misyn is also noted for its transient *Ivashu,* and a few scattered human tribes.

**FIGHTING-ORDER**

An organization of fighting-men. Fighting-orders are generally comprised of a number of knights-bachelor, but may also have a "commonality" of simple warriors. Fighting-orders are usually devoted to some "high purpose" such as the religious conversion of a barbaric region, or the protection of an important individual or institution. Some may be cynical political pressure groups. The following are Hârn's principal fighting-orders; each is described under its own entry:

| | |
|---|---|
| **Agrikan** | *Cohorts of Gashang* |
| **Agrikan** | *Copper Hook* |
| **Agrikan** | *Crimson Dancer* |
| **Agrikan** | *Demon Pameshlu the Insatiable* |
| **Agrikan** | *Red Shadows of Herpa* |
| **Agrikan** | *Roving Doom* |
| **Agrikan** | *Warriors of Mameka* |
| **Laranian** | *Checkered Shield* |
| **Laranian** | *Lady of Paladins* |

**FINDUMON, Keep [E8]**

Realm: Kanday — Holder: Baron Seben
Population: 360 — Liege: Earl of Heroth

A fief in the Urienshire, Findumon was built by King Alash of Aleathia in 365. During the Interregnum, Findumon was the capital of the petty kingdom of Kendela ruled by clan Seben. In 689 Nasla Seben swore fealty to Andasin III and was made a vassal of the Earl of Heroth. Daffyd Seben, Nasla's son, is thirty eight and suffering from the early stages of a wasting disease.

**FIRIS Castle [G6]**

Realm: Tharda — Holder: Firis Cohort (4c)
Population: 625 — From: Shiran Legion

Firis Castle was founded in 677 by legionary retirees, an experiment in planned settlement promoted by a group of senators. The castle was finished by 700. The district legar is Toralda Aquil, a member of one of Tharda's most powerful clans. Toralda's father is one of the most senior senators in Coranan, as is his uncle Demosa Aquil. The commander of the Firis Cohort, four companies in strength, recently died and the unit awaits a new leader.

**FISEN Keep [K5]**

Realm: Kaldor — Holder: Constable
Population: 190 — Liege: Earl of Kiban

A keep in Balimshire, held by Sir Dagald of Jendral, constable for Earl Dariune of Kiban. Sir Dagald owes his position to a timely marriage with a rather simple-minded daughter of the lesser branch of Clan Dariune.

**FJAGA, Keep [H2]**

Realm: Orbaal — Holder: Clan Staeld
Population: 850 — Tribute:King of Orbaal

Built by the Jarin in 512, Fjaga was captured by the Ivinians in 666. Albyn Staeld, 30, succeeded his father Poraan as Valhakar after the latter's demise at the Cape Renda disaster during the attempted sacking of Thay in 707. He is a clever and vigorous valhakar. The Staelds are loyal cousins of the Taareskelds and hold Fjaga at the king's pleasure.

**FOBIN, Keep [E7]**

Realm: Tharda — Holder: Geshtei Cohort (11c)
Population: 625 — From: Gerium Legion

A fortress in Gerium Province, built in 347 by the Emperor Lobir on a previously unoccupied site. The keep suffered major damage during the Great Flood of 521, but was not fully repaired until 635 when the expansionist plans of Arlun of Rethem became clear. Fobin is the headquarters of the Geshtei cohort, the strongest single cohort in Tharda with a strength of eleven companies, although six of these are based at Geshtei which is the official headquarters of the Gerium Legion. Commander of the cohort is Horik Baral.

**FOSUMO, Keep [M8]**

Realm: Melderyn — Holder: Lady of Paladins
Population: — Liege: King of Melderyn

Fosumo Keep was built in 624 atop a rock outcrop that commands the surrounding area and provides an excellent view over the Nuem River. The keep was granted to the Laranian fighting-order *Lady of Paladins* in 654. Fosumo is commanded by Sir Selic Orgone, a senior Reblena (Knight Commander) of the order. The grandmaster of this order holds Cundras.

**FOY, River [G3]**

A short, swift river rising in the snowfields and glaciers of Mt. Tendut, then plunging northward to meet with the Weben to form the River Peliryn.

**FUMING GATE, Order of the**

An Agrikan clerical order which sponsors the fighting-order, *Copper Hook*. The Fuming Gate's only major temple is in Golotha. Since Ezar's War (682-97), both the clerical order and its fighting order have been in steady decline. The Golotha temple holds about a dozen priests, and perhaps the same number of knights of the fighting order.

**FUR ROAD, The [I3+]**

The trail running between Orbaal and Kaldor, so called because of the valuable shipments of furs brought south from Orbaal each spring. The trail passes through the range of the *Taelda* , who will at times solicit "gifts" for safe passage. An optional trail between Kaldor and Orbaal is Noron's Way which lies further east. See Noron's Keep for description.

# G

**GARDIREN, Castle [K4]**

| | |
|---|---|
| Realm: Kaldor | Holder: Earl of Neph |
| Population: 640 | Liege: King of Kaldor |

The principal seat of Earl Curo of Nephshire. Once the capital of Serelind, Gardiren was built in 130 as a keep, rebuilt in 170 as a castle, and rebuilt again in 403 after the Kaldoric Civil War. Earl Curo also holds Pendeth and has vassal barons at Esenor, Setrew, and Yeged. He is a corpulent libertine who enjoys the pleasures of his table, but is none the less a competent intriguer.

**GARGUN, The**

A race of malevolent, small, intelligent humanoids, also known as Foulspawn, orcs, or goblins. The ancestral Gargun originated beyond Kethira and first appeared on Hârn in Elkall-Anuz c.110. It has been speculated that Lothrim brought them to Hârn by means of great enchantment to serve as warriors for his burgeoning empire. In any event, they outlived their "creator" and by 250 had spread throughout the island. Because their bodies are covered with coarse fur, and for numerous other reasons, Gargun are vastly different from Hârn's other culture-forming races.

The Gargun have a reproductive system resembling that of some insects. In each tribe there will be, at most, one fertile female (the queen) and generally only one fertile male (the king). Both sexes become fertile only through continued social exposure to the opposite sex. All such contact leads to fertility, but most male Gargun have no sexual contact with females. This is not to say that Gargun males are impotent; they are fully capable of rape, an ability which they happily demonstrate from time to time on females (and sometimes males) of human and other species.

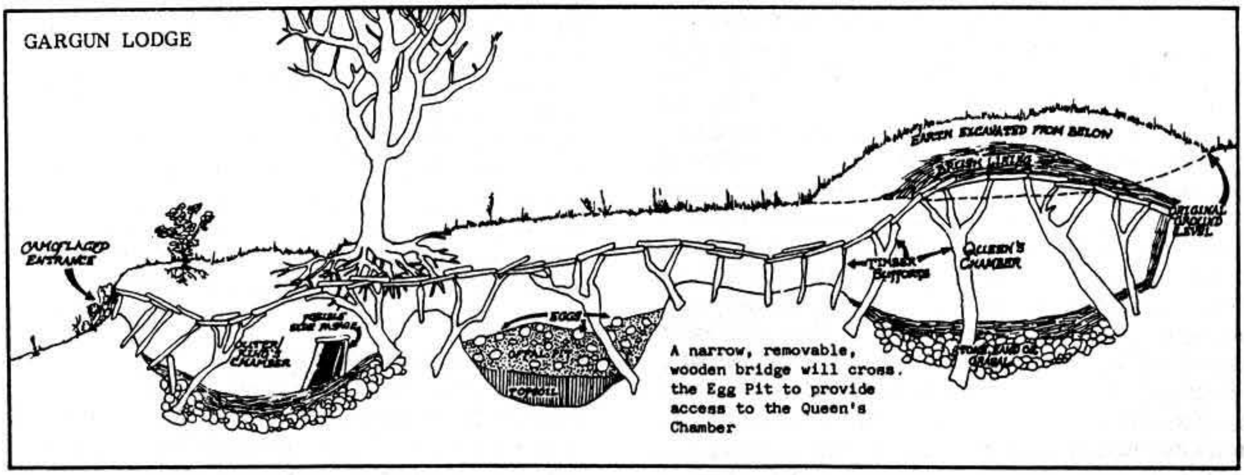
Approximately one month after fertilization, the queen will lay, depending on her age and health, up to eighty gelatinous eggs. Queens are most fertile between the ages of eight and twelve. If the eggs are stored in a dark, humid environment, and given a good supply of decomposing organic material (offal), they hatch in three to six months. Newborn Gargun have an extensive racial memory, permitting almost immediate social interaction with others in the tribe. This racial memory also has the effect of preserving the customs of the Gargun from one generation to the next. Hence, Gargun society is almost totally unchanging.

Only one percent of the eggs will hatch as females. If exposed to males for about six consecutive hours these "princesses" will become fertile queens. Since only one queen is generally tolerated, the princesses are segregated on hatching to form a *Queens Guard;* they are reckoned among the most vicious fighters of the tribe. Occasionally, a princess will escape with, or be abducted by, a group of males from the same tribe with the intention of starting a new colony. Tribes which are queenless, will strive to kidnap a princess or else face certain extinction. Since the queens become bloated and somewhat immobile, few princesses actually desire the role.

There are few, if any, social injunctions restricting the competition among the tribe's strongest and most intelligent males to become king, thereby gaining access to the queen. Methods chosen by the candidates range from mortal combat with the community watching, to a knife in the back while sleeping. The only requirement, from the point of view of the would-be king, is that once the kingship is achieved, he must survive long enough to enjoy it. Few survive more than a few months.

Gargun have short lifespans. Fully grown within a year of hatching, they rarely live past the age of twenty five, although most die violently long before that. They constantly squabble, and maim and kill each other. Only when there is an exceptionally strong king, or an external power manages to enslave them, is there any hope of (relative) tranquility within a Gargun tribe or settlement.

All Gargun have an abiding hatred for the Khuzdul and will, if there is any chance of victory, attack any dwarves they happen upon. The two races have a long history of mutual animosity dating from the Gargun's appearance on Hârn and the subsequent Carnage of Kiraz.


GARGUN LODGE

A narrow, removable, wooden bridge will cross. the Egg Pit to provide access to the Queen's Chamber

By choice Gargun eat only meat and sometimes keep food animals. They will not hesitate at cannibalism and very much enjoy eating human or Khuzan flesh; sometimes they kill their food before dining. As a rule, Gargun are nocturnal, hunting and raiding only at night; sunlight seems to demoralize them.

When the population pressure in any Gargun settlement grows beyond the ability of the community to support, there will occur either a bloody civil war or a *swarming*. Civil wars can kill up to 80% of the male population in an uncontrollable orgy of bloodletting, perhaps lasting a mere hour. A swarm occurs when a significant number of males, perhaps 40%, seize the queen or a princess and fight their way out to freedom. Having escaped, the swarm will attempt to establish a new community. A swarm can be extremely unpleasant for any settlements or wandering parties in its path.

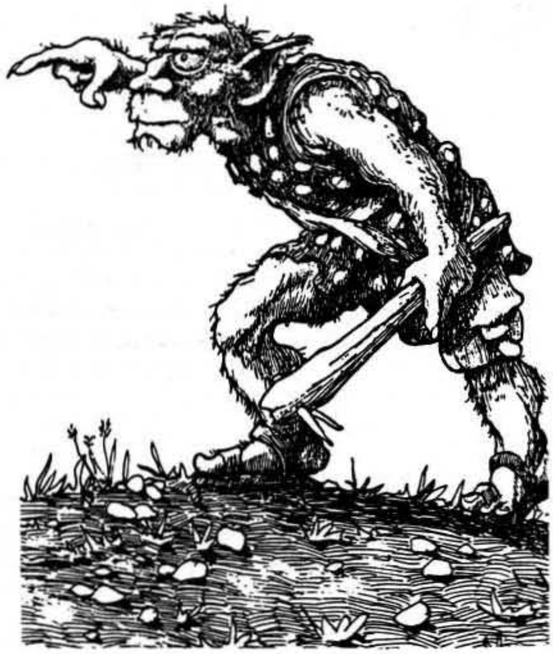
The Gargun are divided into five distinct sub-species: Gargu-arak, Gargu-hyeka, Gargu-khanu, Gargu-kyani, and Gargu-viasal. Contrary to widely held belief, the Gargun cannot interbreed among their own sub-species, at least not without the intervention of magic or alchemy. Each sub-species has unique social and racial traits detailed below.

**Gargu-arak (Small or Streaked Orc)**

The Gargu-arak are smaller and lighter than other Gargun, averaging about three feet in height, with streaky brown and tawny fur. Less repelled by the outdoors than the others, they may often be found dwelling nomadically in woodland or forest in tribes of 40-240. Despite their diminutive statures, they are among the most feared of nocturnal predators. They possess an acute sense of smell. Their dwellings are often little more than crude huts or shelters, sometimes they sling "nests" in trees, but about one in every six tribes will have a queen to protect, and will inhabit a large cave, or construct a lodge. A Gargun Lodge (see illustration) will be constructed by first excavating a large pit and then building a shored, earthen roof over the whole. The lodge will have several interlocking chambers and acquires additional side tunnels as time passes. The longer established tribes are likely to have manufacturing capacity; they make their own spears, bows and arrows, and possibly also Mankars (short, broad, blunt-ended scimitars). The Gargu-arak tend to avoid other Gargun whenever possible.

**Gargu-hyeka (Common or Brown Orc)**

The common orc represents about fifty percent of Hârn's Gargun population. Their fur ranges in color from black to auburn and they average just under four feet in height. Small bands may be found dwelling in the mode of the Gargu-arak, but they are noted for their large cave-complexes. Most Gargu-hyeka communities are located on the edge of mountainous regions and consist of one queen, several dozen princesses and between 1,000 and 2,000 males. There will likely be large food animal stocks but these will rarely meet the needs of the complex; bands of 20 to 80 Gargun will be out constantly, hunting in a range extending 10 leagues (two hexes) around. The complex will be tunneled out of rock or earth and, although natural caverns may be included, chambers and passages tend to run in straight lines. There will be numerous redoubts and blind ways, pits, and other traps, all designed to foil invaders. The complex may have mines at one level or another, and some have armouries to produce fairly good weapons, notably Mangs, a unique type of bladed club, and Mankars (see Gargu-arak). The Gargu-hyeka also produce passable scale and mail armour, but most of the adults wear leather armour, or none at all.



**Gargu-khanu (Great or Black Orc)**

At an average height of 4'2", the Gargu-khanu are the largest, strongest, and most murderous Gargun. Their fur is black or dark brown. They justifiably regard themselves as the "warrior elite" of the Gargun. Fortunately for the rest of Hârn, they breed far more slowly, and kill each other more readily than any other sub-species. Gargu-khanu may dwell in smaller versions of the Gargu-hyeka cave complex, but they are more often found as the ruling elite in a hybrid culture with Gargu arak and/or Gargu-hyeka as slaves.

**Gargu-kyani (White Orc)**

At an average height of 3'10", the Gargu-kyani are the second smallest of the sub-species. Their fur ranges in color from light brown to off-white. Although they sometimes roam in woodland bands like the Gargu-araki, they usually build cave-complexes in alpine regions. Tribes range from 200 to 1,200 in size. Of the various sub-species of Gargun, the kyani are the least prone to violence and have the least unpleasant personalities. They often keep dogs or wolves as pets, which they do not maltreat too much. They also produce finer artifacts, and possess an identifiable, if alien, sense of tribal and personal honor. Despite this, they still have an evil reputation among non-Gargun. They tend to avoid outsiders assiduously.

**Gargu-viasal (Red Orc)**

The Gargu-viasal, averaging four feet, are the second largest of the Gargun sub-species. Their fur is auburn to red in color. Except for their slower birthrate, smaller communities of 700-1200, and less frequent swarming, the culture and habits of the Gargu viasal are similar to the Gargu-hyeka.

**GEDA Keep [L7]**

Realm: Chybisa Holder: Baron Forsetha
Population: 240 Liege: King of Chybisa

A keep built in 460 and currently held by the Baron Kjal Forsetha who is of Orbaalese extraction and obtained the fief as a result of a wager. The previous holder, Ulaed Tesael, a notorious wenching, drunkard, had employed Kjal as a mercenary captain and in a alcoholic stupor bet that Kjal would be unable to lift his horse. Kjal apparently won the bet and the terms of the wager were confirmed in 715 by King Verlid VII who observed that he was well rid of a fool who would so readily cast aside his heritage. Kjal claims to be fifty, sixty, or seventy years old (depending on his mood) and still delights in performing feats of strength for his guests.

**GEDAN [J2]**

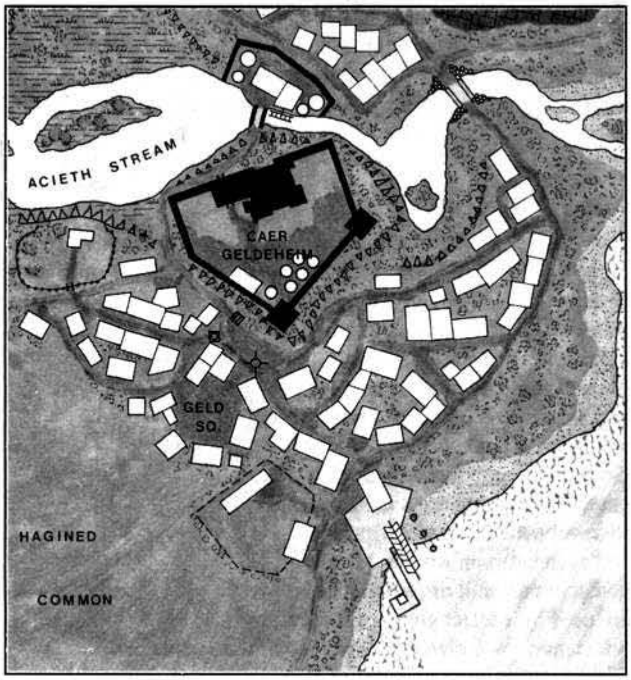
A site of Earthmaster origin in eastern Orbaal. Situated in well forested hills, it was used by the Jarin as an ancient burial ground and is sometimes referred to as the *Lodge of a Thousand Souls*. Few in their right minds approach Gedan at night and a Jarin resistance movement known as the *Aenghysa* (een-GY-sa) has taken advantage of this to establish their base at Gedan. Led by Gweffryn Seylnes, the Aenghysa engage in sabotage and assassination directed against Ivinians and Jarin collaborators. They are associated with an obscure Ilviran sect, the *Order of Chuchlaen Wheelwright*, which has a secret temple here.

**GEDIL Island [J1]**

A mountainous, forested island off the northeast coast of Orbaal. It is the domain of the Lord of Sherwyn.

**GEDYF [F4]**

A Gargun cave-complex in the Rayesha Mountains, near Mount Anegif, occupied by Gargu-hyeka.



**GELDEHEIM, Castle [H2]**

Realm: Orbaal Holder: Clan Tarreskeld
Population: 600 (Royal Clan)

Built between 668 and 673 on the site of the captured Jarin keep of Lethwyn, Geldeheim is the seat of King Alegar II of Orbaal, valhakar of Clan Taareskeld. It is the strongest fortification and largest settlement in Orbaal and possesses a fine harbor, the Geldesfjord. Four keeps lie within the royal domain of Geldeheim: Ebein, Fjaga, Shien, and Zynholm. Each of these is held at the king's pleasure by relatives. The Tarreskelds are related to clan Tarren of Menglana (Ivinia). The King of Menglana has often claimed tribute from Orbaal with little success.

**GELDYM Falls [F6]**

A cataract on the River Pech in Kom. The district possesses a number of natural limestone caverns some of which are used by brigands.

**GELEME, River [J5,J6]**

A minor tributary of the Kald, rising in the Kathela Hills.

**GELIMO [M10]**

Five enigmatic, concentric rings of standing stones, located in heathland overlooking the rocky west coast of Melderyn. The stones are the best known remnant of the Henge Culture which flourished on Melderyn some 3500 years ago. A multitude of theories exist concerning the henge's origin and purpose, but none are widely known or accepted. The site is now little more than an object of curiosity to the local mages -- a Fyrvian chantry has existed at Gelimo for almost 1800 years.

**GEMINOST, Keep [E7]**

Realm: Tharda Holder: Geminost Cohort (3c)
Population: From: Gerium Legion

Geminost was originally a fortress built by the Emperor Raelan to serve as a base for his campaigns against the Hefiosa tribes. Raelan's defeat and the near destruction of the empire halted construction. The keep was completed by Arosta the Conqueror in 375. The district legar is Arlin Holsine, the corpulent 47 year old clanhead of the powerful Holsine clan. The cohort's three companies are commanded by Tynar Baral.

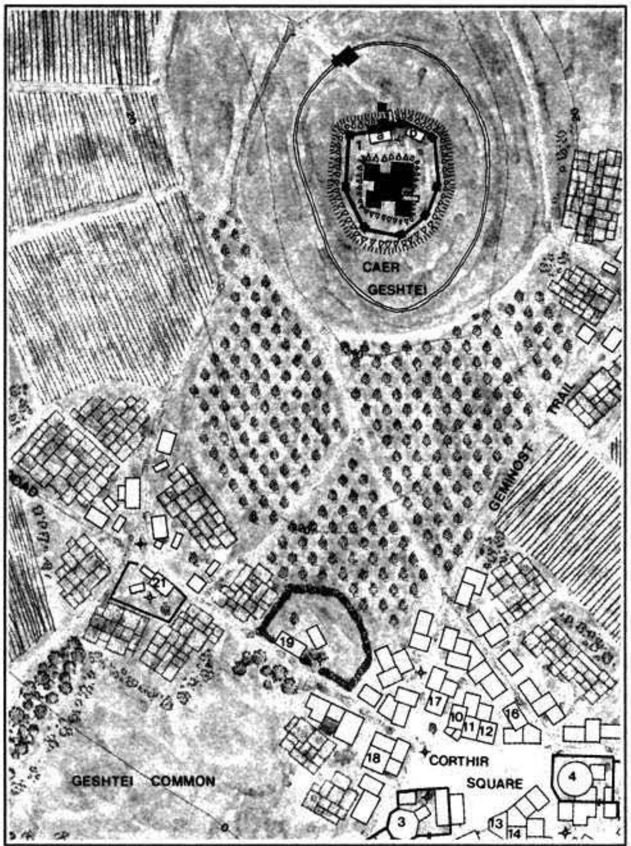
**GENIN TRAIL, The [K7+]**

The trail used by travellers between Thay and Tashal, named after the semi-legendary mage *Genin* (See Thay), although the connection with him is obscure.

**GESHTEI, Castle [E7]**

Realm: Tharda Holder: Gerium Legion
Population: 980 From: Thardic Senate

The capital of Gerium Province and headquarters of the Gerium Legion. Geshtei was built by the emperor Lobir in 345, and for a brief time, was larger than Coranan. The provincial marshal is Jithias Mariam, a young man of 20 who obtained the



office by the influence of his uncle in the senate (since assassinated). He commands Tharda's most powerful legion, twenty-five companies, eleven divided between Geshtei and Fobin, the balance at Geminost (3c), Imrium (6c), and Noru (5c). The provincial magistrate, Borisir Wytel, also resides in the town. He is a corpulent sensualist, well skilled in the intrigues of Thardic politics. Both men despise each other. Each goes out of his way to expose the other as being corrupt and incompetent. The castle guards a fine stone bridge across the Imris River.

### GETHA, Keep [K5]

| | |
|---|---|
| Realm: Kaldor | Holder: Baron Indama |
| Population: 260 | Liege: King of Kaldor |

A keep in Nephshire, built in 280, and rebuilt in 440 after being razed by a fire in 437. Chimin Indama is a somewhat thick-witted vassal, but is an obedient and loyal servant of the king. His son has a remote claim to the Kaldoric throne. See: Bidow.

### GETHEDON, River [H5]

A river rising in the northern Felshas and flowing southwestward into Lake Benath. It is the southern border of Misyn.

### GIFUSO [I5]

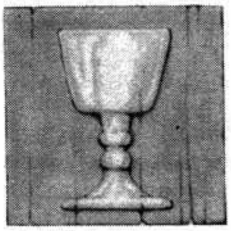
A Gargun colony of Gargu-hyeka on the eastern edge of the Felsha Mountains. The surrounding region is often swarming with miscellaneous Gargun bands.

### GIMON, Keep [E9]

| | |
|---|---|
| Realm: Kanday | Holder: Baron Jevasa |
| Population: 320 | Liege: Earl of Sarkum |

A barony in Selionshire, held by the Baron Tobrin Jevasa from the Earl of Sarkum. Gimon keep was built in 426 by King Chernae of Aleathia as a present for one of his most trusted advisors. In 621 it became the capital of the small kingdom of Edern ruled by clan Daltene. In 689 Rogryn Daltene reluctantly swore fealty to Andasin III. When Rogryn died in 711 leaving no heir, the barony lapsed for five years. In 716 Andasin IV granted the title to Tobrin Jevasa and made the fief subject to his own father, the Earl of Sarkum. Tobrin is fifty two, and has been a close advisor of the earl for many years.

### GLASSWORKERS' Guild



Since the methods of glass manufacture are not widely known, glassworkers are occasionally accused of employing magic in their work. The Sindarin are well known for their glassmaking ability, a fact which also lends mystery to the art. Glass windows are much too expensive for most Hârnians, but the master glassworker can earn a good living producing glass pottery and stained glass for Hârn's elite.

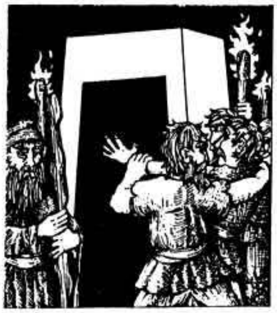
### GLENOTH, Keep [N9]

| | |
|---|---|
| Realm: Melderyn | Holder: Baron Halwyn |
| Population: 260 | Liege: Earl of Nurisel |

Glenoth is located on an island (same name) which has many ruined henges, and where several Earthmaster artifacts have been reportedly found. The Jarin arrived on Glenoth about 1300 BT, but their first attempts at colonization failed. Old legends tell of "the plague from the stones" that devastated their villages. The Jarin abandoned the island, only returning in about 800 BT. A Jmorvi chantry was established about a century later. The present keep was built in 489, replacing an earlier wooden structure. The current baron, a scholarly man of thirty eight, is married to the daughter of an Emelrene noble. His younger sister, Fralise, is married to King Chunel's younger brother.

### GODSTONES

Enigmatic artifacts found at all Earthmaster sites. They are monolithic blocks, some 5' wide and 3' thick at the base, tapering slightly over a height of 10'. They are made of an impervious, dark gray, stone-like material, which is otherwise unknown on Hârn. They are also possessed of powerful psionic auras and are strongly associated with weird, often fatal events. The Godstones are in fact teleportal gates. The Earthmasters used them to travel between any two gates, and even between worlds. Most godstones are still operational and are used by a select group of mages with appropriate physic abilities.



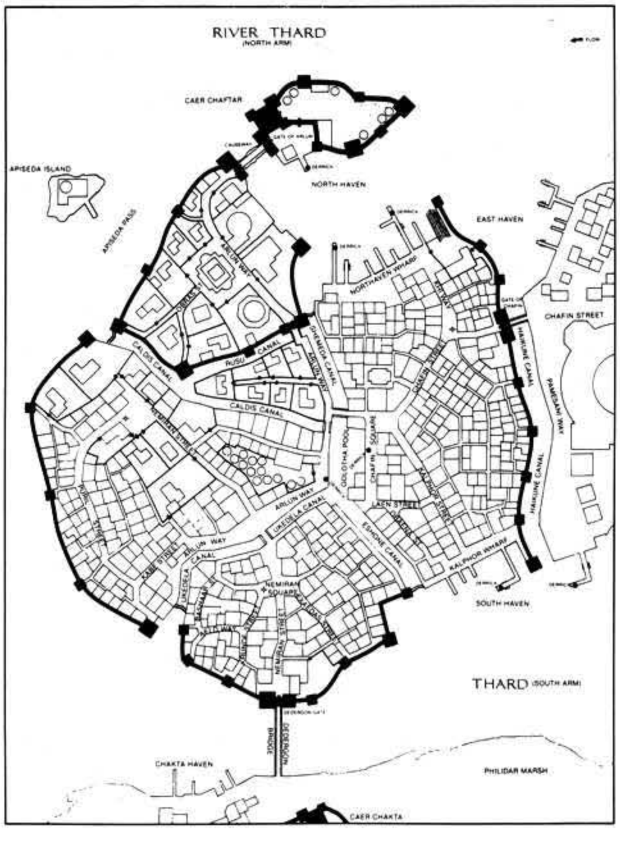
**GOLOTHA, City of [D7]**

| | |
|---|---|
| Realm: Rethem | Status: Freetown |
| Population: 6,200 | Charter: King of Rethem |

The largest city of the Kingdom of Rethem, located on an island at the mouth of the River Thard. The Dedergon bridge links the city with Chakta keep on the south bank. Golotha is a chartered freetown, governed by the Heptarchial Council, a body of seven "aldermen" dominated by the Church of Morgath. The primate of Agrik resides in Golotha, and the king maintains Caer Chaftar in the city.

The city was founded in 388 under the name of Merethos by Emperor Malian. During the Corani Empire, the city enjoyed prosperity as a port and trading center, handling much of the empire's trade. In 562, Merethos was the first city to fall to the Balshan Jihad after a battle of only three hours. The jihadists gave the city its present name. Golotha provided much of the impetus for the rebels but was snubbed, in 568, when the capital of the Theocracy of Tekhos was established at Shiran. However, Golotha remained the religious center for the new "state religion", the worship of Morgath. With the chaos following the collapse of the Theocracy in 588, Golotha was able to maintain a Morgathian theocracy until Rethem and then Golotha itself were conquered by Arlun the Barbarian in 635.

Golotha is a city of secrets and dark places. Its narrow, poorly policed streets are regarded as dangerous, even during the day. The evil temples, which virtually govern the place, have an almost free reign in their nefarious activities. Many hapless citizens and visitors have been whisked off never to be heard of again. The city is crossed by canals which are distinguishable from the sewers only by their depth and the presence of boats. The city suffered severe flooding in 707 when the Thard broke its banks. This was only the latest in a long series of such catastrophes, the worst being the Great Flood of 521 when fully half the city was destroyed. The port remains busy, mainly with river traffic to and from Coranan.


RIVER THARD
(NORTH ARM)
FLOW
CAER CHAFTAR
GATE OF ARLUN
CAUSEWAY
DERRICK
APISEDA ISLAND
APISEDA PASS
NORTH HAVEN
EAST HAVEN
NORTHAVEN WHARF
ARLUN WAY
CHAFIN STREET
HAIKUNE CANAL
PAMESANI WAY
RUSU CANAL
CALDIS CANAL
SHEMEDA CANAL
NEMIRAN STREET
GOLOTHA POOL
CHAFIN SQUARE
KALPHOR STREET
LAEN STREET
UKEDELLA CANAL
ESHONE CANAL
KALPHOR WHARF
SOUTH HAVEN
NEMIRAN SQUARE
ARLUN CANAL
THARD (SOUTH ARM)
DEDERGON GATE
DEDERGON BRIDGE
CHAKTA HAVEN
PHILIDAR MARSH
CAER CHAKTA

Members of the governing heptarchial council are appointed by the Mangai, the temple of Agrik, the temple of Halea and the temple of Morgath, the latter electing four. Due to the overwhelming dominance of the Morgathian church, Golotha is generally regarded as the political heir to the Theocracy of Tekhos, although this would not be apparent from the large number of Agrikan temples and clerical orders in the city. Golotha contains the following temples and clerical orders.

| | |
|---|---|
| **Agrik** | The Eight Demons |
| **Agrik** | The Fuming Gate * |
| **Agrik** | Herpa the Mace * |
| **Agrik** | Mamaka the Master of Steel * + |
| **Agrik** | The Octagonal Pit * |
| **Halea** | The Silken Voice |
| **Ilvir** | No recognizable order |
| **Morgath** | The Lord of Chaos * + |
| **Naveh** | Order covert |
| **Save K'nor** | The Hyn-Aelori |

* Headquarters of the Order.
+ Seat of the Primate of Hârn.

**GOMISEN, River [E6,E7]**

A tributary of the Thard River, originating in the western Rayeshas.

**GOSUS, Keep [N10]**

| | |
|---|---|
| Realm: Melderyn | Holder: Baron Maradyne |
| Population: 285 | Liege: Earl of Nurisel |

A keep in Cherfinshire, held by the powerful Baron Nethan Maradyne. A hillfort was built here about 300 BT. The present fortification dates from 202, although it was renovated and expanded in 412 and 673. Nethan is over eighty and in poor health. Because all of his sons are dead, his heir is his grandson Jaryk who has travelled extensively on Hârn, and spent a year at the court of King Miginath of Kaldor.

**GOZYDA, The**

Forest tribesmen who control the Mimea Hills in western Hârn. Organized into bands of sixty or less, they subsist on hunting, raiding, and larceny. The Gozyda have always welcomed into their ranks numerous outlaws from Tharda and Kanday, and this has brought them both new blood and technology. Combined with their skill at employing guerrilla tactics, this policy has helped them to survive the jealous attentions of both states. A branch of the Gozyda, inhabit the nearby island of Domid.

**GULMORVRIN, The**

Possessed of demonic power, the Gulmorvrin are the most feared of the undead of Morgath. Governed by the great demon Klyss, the Gulmorvrin have lost any will they once had and exist only to serve their evil masters. When touched by the *Shadow of Bukrai*, a force exuded by all Gulmorvrin, all who lack the will to resist, will fall into the *endless death*. Gulmorvrin are not created, they are converted from ordinary mortals. In their new form, they retain any powers they previously had, and receive also the *Shadow*. If the Gulmorvrin serves Morgath well, it may be granted additional powers, and possibly a *Bukrai Blade*, a sword that enhances the Shadow of its wielder. Regardless of how well a victim comes to serve the Lord of Chaos, Gulmorvrin inevitably become subservient to Klyss; eternal suffering is their ultimate reward.

### GUTHE, River [L4,L5]

A swift-flowing tributary of the Nephen River, fed by the Jenzu snowfield.

### GWAERYN, Keep [H3]

Realm: Orbaal
Holder: Clan Aeryn
Population: 190
Tribute: Prince of Leriel.

A Jarin keep, originally built in 388, now being upgraded to stone. Symael Aeryn is thirty seven, a soft spoken and seemingly gentle man, whose benign manner disguises a shrewd politician. He is a moderate who believes that, given time, the Ivinians will be assimilated into Jarin culture. He has little respect for fanatical Jarin patriots.

### GYFYN, Keep [G1]

Realm: Orbaal
Holder: Clan Djagg
Population: 120
Tribute: Lord of Tandir.

Built in 561 by the Jarin, Gyfyn was captured in 671 by the Ivinians. The valhakar is Jurri Djagg, 43, an aggressive and skillful warrior who distinguished himself during the Jarin Rebellion and Thay raids. The Djaggs are related to the Dagens, the royal clan of Ibanvaal. They resent their lesser status in Orbaal and seek to expand their domains. A colony was recently founded on Movel Island in the Afarezirs, but it failed due to poor weather and minimal support. Another attempt is planned.

### GYTHRUN, Castle [M8]

Realm: Melderyn
Holder: Earl of Biren
Population: 190
Liege: King of Melderyn

The principal seat of the Earl of Biren, Gythrun was built in 243 as a keep. The castle was constructed in 630 when the Earldom was created. Larryn Gwenalin, the fourth earl, is a cousin of King Chunel. He is a vigorous man of fifty five, who has improved the settlement's port facilities (he owns a fleet of six merchant vessels) and has pushed for increasing colonization of Birenshire. He is a close friend of the Sheriff of Biren whose seat is Racyn Keep. Larryn is a devout Laranian and a lay member of the fighting order *Lady of Paladins*. He is distressed by that order's cruel activities against the Solori and has quarrelled with the grandmaster on several occasions. He has petitioned King Chunel, and the Laranian pontiff at Tengela (in Trierzon) to intercede, so far without effect.

### GYZEM, Isle of [H10]

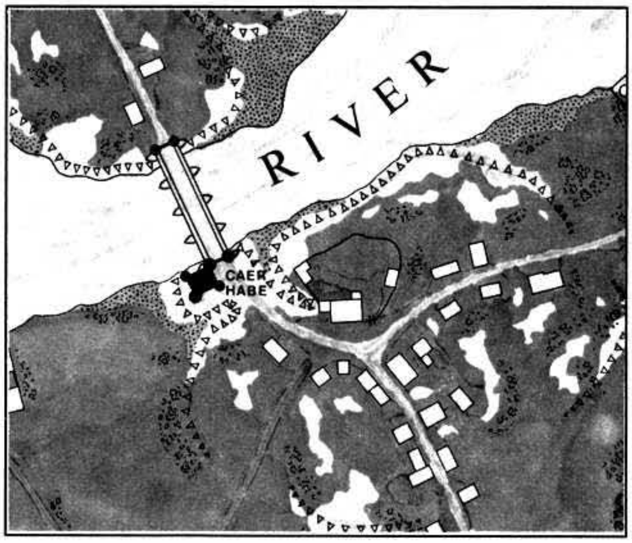
A small, isolated, hilly, forested isle in the Gulf of Ederwyn. It is the site of the fabled sunken city of Ridow.

# H

### HABE, Keep [L4]

Realm: Azadmere
Holder: Baron Kophar
Population: 250
Liege: King of Azadmere

The principal human settlement within the dwarven Kingdom of Azadmere. Habe sits astride the paved road from the city of Azadmere to Zerhun, and guards the ancient Gazhar Bridge across the diminutive Idain River. The fief has been held by clan Kophar for almost 600 years, and the surrounding croplands and pastures are the main source of food to the Khuzdul. The fief enjoys a high degree of independence under the rule of Baron Kophar, a human trusted and respected by King Hazmadul III of Azadmere. Foreigners are rarely permitted to approach closer to Azadmere than Habe.



### HALEA

*"The Empress of Opulence,*
*Maker of Bargains,*
*Guardian of the Treasure Hordes,*
*Queen of Pleasures,*
*Enslaver of Hearts and Loins,*
*Unchaste Lady of Ten Forgotten Acts*
*Temptress of the Crimson Chamber."*

Halea is the amoral Goddess of wealth and pleasure. Often regarded the most beautiful creature of Kelestia, one whose true form would drive men mad with passion, she will usually appear to mortals in the guise of an "ordinarily" beautiful young woman. Halea is the Goddess of those who would live moment by moment, wringing from each instant its uttermost yield of hedonistic pleasure. She is the deity of those who crave wealth and the pleasures that wealth can bring. She is not, as some would have it, shallow or empty-headed. Halea is a shrewd schemer, renowned for her ability to seduce the reason of lesser beings with her silken voice and subtle arts.

The mythical residence of the Goddess Halea is called the *Crimson Chamber*. Here, the immortal lady's "chosen" enjoy an afterlife filled with sexual, culinary, and other erotic pleasures, until they presumably go mad and are replaced by new chosen.

Halea requires no particular morality of her adherents but she demands unswerving devotion and loves elaborate rituals and flattery of all kinds. Many followers donate as much as half their incomes to her church and if they deem this prudent, who can argue? Halea is reckoned an easy deity to worship; she is the *Maker of Bargains,* willing to negotiate for her favors. The Goddess prefers to bargain from a position of strength with those in great need of her aid. Halea always keeps the pacts she makes, although not always in the way anticipated. Those who would bargain with the Unchaste Lady had best hasten to fulfill their part; Halea is a jealous mistress, quick to anger.

Many scholars do not credit the clerics or lay-followers of the Golden Lady with much intellectual depth, but priestesses may be found in high administrative posts in the governments of Tharda. There are no fighting orders dedicated to Halea. The *Order of the Silken Voice* is the only clerical order.

Halea's priesthood is composed entirely of women of pleasant appearance who are fond of esoteric frills and ambiguous wording. Their ritual garb is diaphanous and of all the hues of the rainbow, but the colors purple, crimson, and gold dominate. Various symbols are used. Among them are stylized bells, coins, and genitalia. A priestess conducting a ceremony improvises or composes the service as she proceeds. Monthly high masses invariably end with an orgy and are well attended.

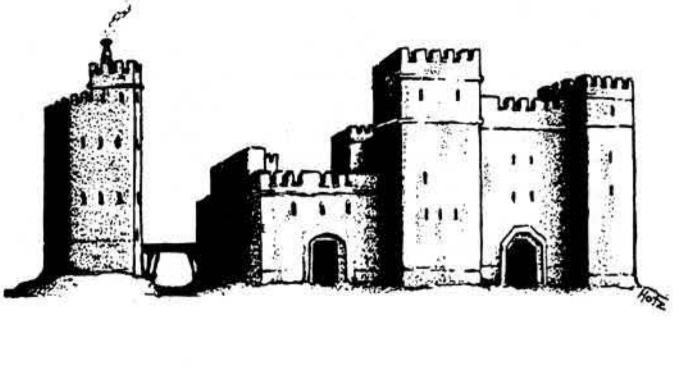
### HAONIC Ocean [A6+]

Kethira's largest ocean. There has been no recorded crossing of the ocean, and few attempts, since the edge of the world is commonly known to lie 100 leagues west of Hârn.

### HARDEN, Castle [M7]

Realm: Melderyn
Holder: Earl of Elorin
Population: 1250
Liege: King of Melderyn

The principal seat of Earl Marric Alaga who is descended from the ancient kings of Elorinar. Harden was the primary settlement of the Lakori tribal people, and the center of the old kingdom of Elorinar, annexed by Melderyn in 223. The present castle was built in 352 and protects the fourth largest settlement in the kingdom. The former economic dominance of Harden in this region has declined since the founding of Thay two centuries ago. In private, the Earl of Harden has been heard to lament the failure of the Orbaalese to destroy the city in 705, and he was notably tardy providing assistance at the time.



### HARPERS, College of

Harpers are accomplished musicians, most of whom earn their living as performers, although some specialize in the crafting of fine musical instruments such as the harp, flute, drum, horn, and lute. Truly great harpers can make instruments of seemingly awesome enchantment, and a few players have been able to coax any emotions they wished from their listeners. Harpers play an important role in the conveyance of news, tales, legends and oral histories. In especially great demand are minstrels from afar bringing hardly credible songs and tales of strange folk and places. Ivinian skalds are noted for their epic tales of heroes and villains. While they rarely play for outsiders, the Sindarin are without doubt the best at these arts, beloved for their beautiful but often unfathomable songs.

The College of Harpers sponsor a select number of Harpers' Halls throughout western Lythia. There are four harpers' halls in the Hârnic Isles:

| | |
|---|---|
| **Aleath** | *Aleta Hall* |
| **Azadmere** | *Sinain Hall* |
| **Cherafir** | *Tuven Hall* |
| **Elshavel** | *The Silver Lute* |

The Azadmere hall is exclusively for the Khuzdul. Elshavel is regarded as the finest place to study, but only humans with the greatest of talents are invited to that august institution. Admission to a hall is by audition. If accepted, an apprentice can look forward to 4-8 years of intensive study and training, followed by a dozen or more years as wandering bard, before he will acquire the elite status of Master Harper.

### HEBON, Keep [D9]

Realm: Kanday
Holder: Constable
Population: 190
Liege: Earl of Sarkum

A keep in the Selionshire, Hebon was built by King Xuaka of Aleathia in 433 and made an Imperial naval base in 524. In 602 it became the center of the kingdom of Andur, ruled by clan Belle. In 688 Hebon fell to Rethemi armies during Ezar's War. Most of the ruling clan perished in the attack. In 690, Andasin III lost his life recapturing the keep. According to local legend, his ghost is said to appear on irregular occasions. The constable is Sovril Milaka, the Earl of Sarkum's younger brother.

### HEDIRO, Keep [G6]

Realm: Tharda
Holder: Hediro Cohort (4c)
Population: 560
From: Shiran Legion

A fortress and district capital in Shiran Province, although the district administration will be moved to Cestor in 721; the headquarters of the cohort has already been transferred. Hediro has a a superb harbor, but is infamous for a series of violent and mysterious attacks on local residents. Victims have been found dismembered and partially eaten, and no clue has been found to the perpetrator of these acts. The district legar is Polane Jeredosta, a relative of the provincial marshal. The commander of the Hediro Cohort's four companies (three at Cestor, one here) is Kalarn Horla. (See: Cestor)

### HEFIOSA [F6+]

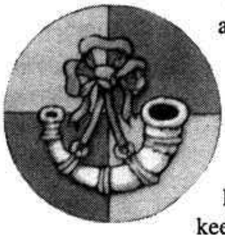
A rugged, mountainous district in Tharda. It is an infamous sanctuary for dozens of small bands of brigands

### HENWE, Keep [D7]

| | |
|---|---|
| Realm: Rethem | Holder: Baron Pozen |
| Population: 210 | Liege: Earl of Tormau. |

Henwe was originally a Corani Empire fortress, but was rebuilt during the Theocracy of Tekhos. King Nemiran created the barony of Henwe in 672, granting the keep to clan Pozen as a vassal of the Earl of Tormau. The present baron, Ledrek Pozen, is fifty three and has no direct male heir. Although his loyalty to Earl Lynnaeus is not in doubt, he fears the possibility of civil war due to his isolation from Tormau.

### HERALDS, College of



The *College of Heralds* is closely associated with the nobility. All young nobles are required to learn the fundamentals of heraldry, and those unlikely to inherit much of anything form the majority of college entrants. Most heralds are bonded to noble households where they are responsible for keeping records of family genealogies and arms, and teaching clan history. A few heralds also play an important role as ambassadors, skilled in the etiquette of diplomacy and warfare. In this role, they are afforded a high degree of political neutrality. When a battle is to be joined, heralds from opposing camps usually meet to exchange formalities, conduct last minute negotiations, discuss terms of surrender, etc. Opposing heralds often watch the battle from the same vantage point, free from any harm.

The colleges in which heralds receive their advanced training are also the repositories for heraldic records. All Hârnic realms have a regional college. The Melderyni college at Cherafir holds in its archives the official records for the entire Hârnic Isles, and is the residence of the chief herald of Hârn. The grounds of all Hârnic colleges (below) are inviolate by law; even kings are forbidden to enter them without invitation.

| | |
|---|---|
| **Azadmere** | *White Mountain Lodge* |
| **Burzyn** | *Tower of the Unicorn* |
| **Elshavel** | *Silver Harp Palace* |
| **Tashal** | *Enclave of the Holy Oak* |
| **Aleath** | *Violet Mantle Palace* |
| **Cherafir** | *Enclave of the Golden Orb* |
| **Geldeheim** | *Gray Whale College of Arms* |
| **Golotha** | *Manse of the Sanguine Saltire* |
| **Coranan** | *Palace of Gules* |

Only nobles, fighting-orders, and standing legions may receive a grant of arms; only the College of Heralds may make such a grant. There are severe penalties everywhere for bearing false arms. An application for a grant of arms requires that a unique design be submitted to the nearest regional college, which will then pass it along to Cherafir for Hârnic registration. It will usually take at least four months for a grant to be approved, longer if design conflicts arise. Registration fees are typically about 5,000d, payable in advance. When the holder of a grant of arms travels beyond the Hârnic Isles, he is required to *difference* his arms by adding a scalloped azure bordure to his escutcheon (shield). This marking is exclusive to Hârn.

### HERAS, Lake [I6]

Located on the River Farin in the west of the Chelna Gap, Heras is Hârn's fourth largest body of fresh water.

### HEROTH, Castle [E7]

| | |
|---|---|
| Realm: Kanday | Holder: Earl of Heroth |
| Population: 570 | Liege: King of Kanday |

The principal seat of the Earl Sinel Cassean. Built as a Corani Empire fortress in 421, Heroth's seizure by Xuaka of Aleathia in 443 sparked the war between the two states that resulted in the annexation of Aleathia by the Empire. Following the collapse of the Theocracy it was ruled by a series of violent despots who styled themselves Lords of Norea. In 623 it was captured by the order of the Checkered Shield. The Earldom was created by Andasin II in 647 for Clan Cassean. The extensive forests surrounding the site are a prominent source of yew for the making of longbows, but are also an infamous refuge for assorted brigands. Earl Cassean, an ambitious aristocrat in his late forties, is currently attempting to marry his daughter to the king, an event which is not viewed favorably by the Earl of Sarkum.

### HERPA THE MACE, Order of

An Agrikan clerical order sponsoring the fighting-order, *Red Shadows of Herpa*. This is the most mystical of Agrik's orders; it deeply involves itself in politics, favoring a crusade against the Laranian dominated kingdoms of Kaldor, Kanday, and Melderyn. Its main temple is in Golotha and it maintains a covert temple in Coranan, engaged in subversion. In 714, a faction broke off to form the *Order of the Eight Demons*.

### HERU, Keep [J5]

| | |
|---|---|
| Realm: Kaldor | Holder: Constable |
| Population: 415 | Liege: Earl of Qualdris |

A keep in Semethshire, built in 548. The constable, Sir Bereden of Pawade, is a skilled administrator who has dramatically increased the revenue of the fief. He has not seen or heard from his liege, Earl Meleken, for over a year, and is considering mounting a search party to find him.

### HIBUT, Keep [F7]

| | |
|---|---|
| Realm: Tharda | Holder: Hibut Cohort (3c) |
| Population: 570 | From Coranan Legion |

Hibut was once an old Corani tribal fort and many of the hills to the north are capped with stone cairns said to be the graves of Corani chieftains. The great Corani chief, Corthir, founder of the Corani Empire, built Hibut keep in 307. Made of stone, the original keep still stands, but is in serious need of repair. The district legar is Jurdin Melvoen, a weak administrator who is strongly influenced by Poris Kardan, commander of Hibut Cohort's three companies. Poris is a good friend of Marshal Kronas, magistrate and marshal of Eidel Province.

**HIDEWORKERS' Guild**

Members of the Hideworkers' Guild have a monopoly over the curing of all types of hides (including furs) and leatherworking. A master hideworker's establishment may be a tannery where hides are cured or a retail workshop where leather products such as boots, belts, or whips are made. Leather armour and saddles are monopolies of the Weaponcrafters' and Ostlers' guilds, but they buy cured hides from Hideworkers. Tanneries are nearly always located on the downwind outskirts of a town because of the stink of the urine used in the curing process. Tannery hideworkers purchase raw hides and furs from anyone, although most are obtained from local manors and Mercantylers.

**HIKUN [F6]**

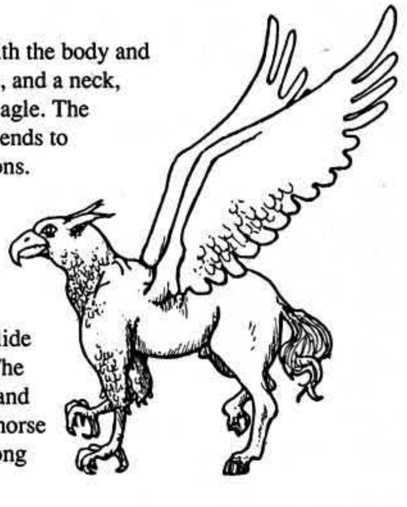
Located around Geldym Falls on the River Pech in the Thardic province of Kom are several iron mines, Hikun being the largest. Rumors that gold and silver are mined at Hikun are falsely spread to mask the real gold and silver mines, whose secret location are at Iracu. The ore from Hikun is shipped downriver to Stimos for smelting and then to Shiran.

**HIMOD [G3/H3]**

A hilly, forested wilderness between the Jahl and Rayesha Mountains. Himod is the range of the *Ymodi,* tribesmen noted for their tracking and hunting skills.

**HIRENU**

A rare chimera with the body and hindquarters of a horse, and a neck, head and wings of an eagle. The Hirenu is solitary and tends to dwell in highland regions. Contrary to popular belief, the Hirenu is not capable of true flight, despite its relatively light bones and frame, but it can glide silently onto its prey. The Hirenu is omnivorous and is particularly fond of horse meat. Very few are strong enough to carry men. They are unintelligent.



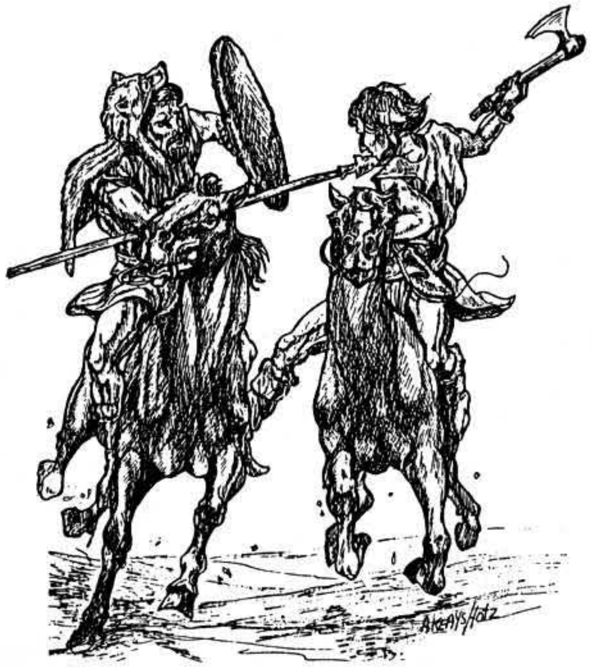
**HJAEL, Keep [H1]**

| | |
|---|---|
| Realm: Orbaal | Holder: Clan Erlanger |
| Population: 95 | Tribute: Lord of Kerien |

Built in 502 by the Jarin when it was called Powythys, the keep was captured and renamed by the Ivinians in 674. Valhakar Sweyn Erlanger is over sixty, but is still a powerful warrior. He is very fond of roistering with his warband. The Erlangers are a junior branch of clan Erlang from Seldenbaal.

**HODIRI, The**

The tribal nation of Horadir in southeast Hârn. They are extremely fierce warriors, some say the equal of a Melderyni or Kaldoric knight. At the moment, the Hodiri are not particularly hostile to their neighbors, coming frequently to Burzyn to trade their horses and cattle for the products of civilization. They still raid the *Solori* and each other for slaves and wives, and will occasionally attack trade caravans.



The Hodiri are a nomadic people; most families own a large ox-pulled cart which serves as a mobile home. The whole Hodiri nation gathers every year at the tribal moot of Patrel. The Hodiri are well known as breeders and riders of small, but stout horses, and they also keep sizable herds of cattle and sheep. They are loosely organized into about 80 tribes, 60 to 300 strong. Various past attempts to unite them into a cohesive nation have failed. There is, however, a chieftain by the name of Jherdela who has brought three of the tribes under his control. If he lives long enough he may succeed in uniting the rest, a development that would not be eagerly anticipated by Melderyn or Chybisa.

**HORAB, Cape [L10]**

Hârn's most southerly headland, Cape Horab is *World's End* to the *Hodiri* nomads. Its gentle, wooded shore is a curse to seafarers. Many ships have been wrecked here, driven ashore by a combination of southwesterlies, deceptive tidal currents and the sudden appearance of this low lying, often foggy, lee shore.

**HORADIR [K8+]**

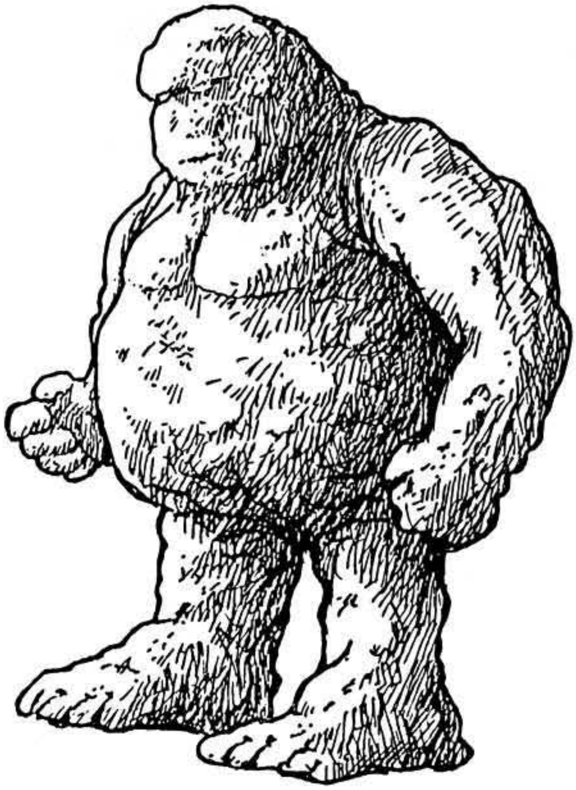
An extensive woodland plain in the southeast of Hârn, claimed by the Earl of Elorin (Harden) who calls it Dyriamarch. From time to time the earl sends scouts and punitive expeditions into the region from Laket. But his influence over Horadir has not been noticed by the *Hodiri* tribesmen who dominate the region.

**HORKA, River [L8,M7]**

A river rising in the Anadel highlands, flowing north and east to the Sea of Ivae. The river is the de-facto northern boundary of the mainland possessions of Melderyn, although Elorinshire lies on both sides. The city of Thay lies at its mouth, on the south bank.

**HRU, Ivashu**

Known as the Rock Giant, the placid, giant Hru has the appearance of a bloated, dry *Nolah*. They may attain fifteen feet in height and four tons in weight. Transformed during the day into a large boulder, or pile of rocks, the Hru draws sustenance directly from the earth (in the manner of a tree). At night the Hru's earth-shaking stride has frightened many a traveller. Hru may be found in colonies of up to forty, strewn across stony highland wastes. They are fairly sociable creatures and their midnight intercourse, strange rumbling songs, has sent shivers down the spines of most who have heard it. The fact that their voices are at the lowest pitch of human hearing may cause discomfort to human listeners. They are slow thinkers but many are quite wise; their main concerns are centered around the preservation of their homes.



**HUTOP, Keep [K6]**

Realm: Kaldor    Holder: Sheriff of Osel
Population: 340    Liege: King of Kaldor

The keep was built in 430 by Aidrik IV as a stronghold against the Pagaelin. The office of sheriff is currently vacant, the duties being handled by Sir Kodar Maradyne, bailiff of a nearby manor.

**HUVOS, Keep [M7]**

Realm: Melderyn    Holder: Baron Perhel
Population: 345    Liege: Earl of Nurisel

Huvos keep, built in 580, has an unusual octagonal design. It was held by a constable for the King of Melderyn until 630, when the Shires Edict established the barony of Huvos. Lanise Perhel has been baroness since the death of her brother in 715. She is a tough, uncompromising woman in her late twenties, renowned for her cynical wit, unmarried, with no interest in changing that status. She is rather ugly, a fact of sardonic pride, for she often refers to herself as the "Hag of Huvos".

**HUXUTH [H4]**

A Gargun colony of Gargu-hyeka lying in a pass between the Felsha and Rayesha Mountains.

**HYEN Keep [D7]**

Realm: Rethem    Holder: Company of the Copper Hook
Population: 225    Liege: King of Rethem

A fief in Zabinshire, Hyen was built in 532 as a Corani fortress. In 681 King Nemiran granted it, along with Menekod, Dunir and Selvos, to the *Copper Hook,* an Agrikan fighting-order. In 682 the order provoked Ezar's War (682-697) by attacking Kanday, eventually losing all possessions except Hyen. The Copper Hook has never recognized the peace that ended the war, and continues to skirmish with the Laranian fighting order, *Checkered Shield.* The Earl of Tormau has been secretly supplying money through intermediaries to the order to continue its "war" with the Laranians, a ploy to keep Chafin III busy looking south while the earl prepares for civil war in the north. Grandmaster of the order, fifty two year old Marag of Yeredar, may not be aware of the true source of this aid, but his sad demeanor masks a clever and scheming mind.

**HYN-AELORI, Order of the**

One of three clerical orders of the temple of Save-K'nor. Also known as the *Order of the Sage of Heaven,* it is the largest and most conservative of the three orders of this church. It tends to avoid any overt societal action, preferring instead to gather huge collections of literature and artifacts for private study. The order's chief temple is in Coranan; other temples are located at Aleath, Golotha, Tashal, and Thay.

**HYVRIK, Order of**

The Larani clerical order which sponsors the fighting-order, *Checkered Shield.* Headquartered in Aleath, the order was founded as an underground resistance movement during the Theocracy of Tekos, and restricts its operations to western Hârn. Other major temples are in Coranan, Dyrisa, and Shiran. The order is very wealthy, holding vast estates throughout Kanday.

# I

### IBONOST Keep [F7]

Realm: Kanday — Holder: Constable
Population: 465 — Liege: King of Kanday

Built in 497 as a Corani Empire fortress, Ibonost was the first major settlement taken by Andasin I on his rise to the throne of Kanday when he seized it from its Tekhosian governor in 589. During the Five Year War, the Battle of the Teb Marshes was fought in 663 near Ibonost, ending in Kandian defeat and the loss of the keep to the Thardic League. The Treaty of Quivum in 666 returned Ibonost to Kanday. The keep is of considerable sentiment to clan Kand, and despite its proximity to the Thardic Republic, remains a favorite summer residence of Andasin IV. The constable is Sir Burdas of Kandry, a distant relative of the king. He holds three nearby manors in his own right. Knights of the *Checkered Shield,* who hold a nearby manor, serve as a personal guard for the king in residence.

### IDAIN, River [L4]

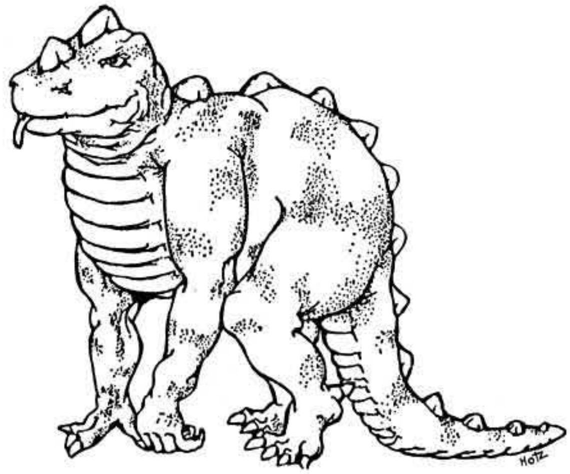
This river is unnamed on the map. It is located in the Sorkin Mountains, and empties into Arain Lake. Habe keep stands on its south bank guarding an old stone bridge.

### IKOM, Isle of [N9]

A hilly and forested island off the north coast of Melderyn. The island has been inhabited for more than three thousand years, and is something of an enigma to outsiders. The principal settlement is Chyrefal.

### ILME, The

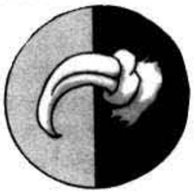
A strange race of intelligent mere-dragons. These creatures bear some likeness to their great dragon cousins, and many a reported tale of dragonkind was almost certainly really an Ilme encounter, but there are significant differences. While they are reptilian, the Ilme have no wings and probably could not fly even if they had; they commonly attain a height of twelve feet and a weight of two tons. The two sexes live apart except when mating. Despite their undisputed strength, male Ilme are somewhat cowardly, and are frequently bullied and robbed by local Gargu-arak bands. They prefer to hunt from ambush or eat carrion. They will rarely attack intruders, but will fight with desperation when cornered. Even then, they usually try to negotiate first. Female Ilme are another matter; they will attack and fight intruders with limb-tearing ferocity, especially to protect their young. The Ilme do not breathe fire although their breath is far from sweet.



### ILMEN Marsh [L6]

Extensive marshlands on the southeast shore of Tontury Lake. The marshes contain bottomless bogs and are the home of the *Ilme.*

### ILVIR



*"Master of Araka-Kalai,*
*Brooder in the Blasted Plains*
*Serpent that Dwells Below,*
*Accursed Lord of the Barren Cycle,*
*Prince of the Fatherless Multitude,*
*Craven Lord of Sterile Lands."*

Ilvir is the only deity who dwells permanently on Hârn. He is best known as the lord-creator of the *Ivashu.* Ilvir is also known as the Craven Lord because he seldom ventures from his home at Araka-Kalai. He is symbolized by a sundered claw, supposedly the severed claws of Agrik which Ilvir picked up to make his creatures.. His colors are yellow and brown.

The worship of Ilvir is scattered widely throughout Hârn, but is uncommon except among the Jarin of Orbaal. Ilvir makes few demands on his followers and gives little in return. The religion is shrouded in so much mysticism that many claim even its clerics have no idea of what is going on. Ceremonies have been known to include animal and even human sacrifice, but this does not seem to be an official part of ritual. Powers exercised by the clergy, or by Ilvir himself, tend to be very indirect; some would say sneaky.

The followers of Ilvir do not take anything very seriously, and there are numerous doctrines, some quite contradictory, followed by dozens of minor sects. There are Ilvirian temples in Golotha, Tashal, Shiran and Leriel; the last two being jumping-off points for pilgrimages to Araka-Kalai. The known orders are:

| Clerical Order | Temple |
|---|---|
| Sudelrhyn | Leriel + |
| Ochre-Womb | Araka-Kalai |
| Seafarer Ibenis | Shiran |
| Yellow Hand | Tashal |
| Pai-Gardith | Golotha |
| Chuchlaen Wheelwright | Gedan |

+ Grandmaster is the effective primate for Hârn

### IMIDEN, Keep [E7]

| | |
|---|---|
| Realm: Kanday | Holder: Sheriff of Peris |
| Population: 415 | Liege: King of Kanday |

The keep was built in 477 as a Corani legion fortress. In 624 its brigand holders surrendered to the order of the Checkered Shield. Imiden was the target of the attack that began Ezar's War in 682. The Sheriff of Peris is Prince Anaflas Milaka, the second son of the Earl of Sarkum and the younger brother of the king. Afaflas is heir to his father's title and also to the throne since Andasin IV has yet to take a wife. He is a capable and energetic administrator. Several lords of the realm wish he ruled in place of his weak, elder brother.

### IMRIS, River [E6]

A tributary of the Thard, rising in the southern Rayesha Mountains. Except in winter, the river is quite busy with water transport carrying salt from Imrium.

### IMRIUM, Castle [E6]

| | |
|---|---|
| Realm: Tharda | Holder: Imrium Cohort (5c) |
| Population: 1050 | From: Gerium Legion |

The administrative center of a noted salt producing region, Imrium.has been fortified since the fourth century. Most of the productive mines lie in the mountains northwest of the town. The district legar is Rondal Gyben. The commander of the Imrium Cohort's five companies is Parlyn Musbern, a competent and ambitious soldier.

### INDATHA Straits [M10]

The narrow, island studded waterway, separating Melderyn from the southeast coast of Hârn. The strait and its islands are controlled by the Earl of Karveth. These waters are a notorious graveyard for mariners, especially during southwesterly storms.

### INNKEEPERS' Guild

Innkeepers have a monopoly on the operation of Inns, and on the manufacture and sale of alcoholic beverages. Most inns brew their own beers (they do not travel well) but wines and spirits are generally imported. There are two levels of guild franchise: Inns and Taverns. The latter is not supposed to offer sleeping accommodation, or serve hot meals, but these distinctions are much abused. Many inns have an ostler's establishment adjoining - the ostler is either bonded to the innkeeper or operates his own franchise in partnership.

Inn prices depend mainly on the location and clientele served. Typically, a pint of ale, cider, or mead will cost one farthing, as might a cold meal of bread and cheese. But a hot bowl of soup or stew, served with warm, fresh bread may cost as much as one penny. Meat roasts and other luxuries can be purchased in the better inns for 2-12d per serving. Accommodation prices (per night) range from one halfpenny for a soiled strawbed in a crowded dormitory, to sixpence for a furnished and spacious private room. Prices always soar during local festivals and holidays.

### IRACU Mines [F5]

The headwaters of the Deret River contain several valuable mines, the largest of which is Iracu. The Khuzdul of Kiraz opened Iracu and mined gold, silver, and mythral here before it was abandoned at the time of the Carnage of Kiraz. The Miners' Guild now operates the upper levels for silver during the summer. The silver ores are smelted and floated down the Deret to Sirion, then reshipped to Shiran. The locations of the mines are carefully guarded secrets. Most of those brought in to work, as well as the 50-100 mercenaries employed by the guild, are kept below decks during the journey in and out. The guild also works hard to maintain the false rumor that its mines at Hikun are the real source of the silver. The present operators have had continuing problems with cave-ins and flooding; their skills simply do not equal those of the dwarves. The mines are of indeterminate depth, possibly the deepest and most labyrinthine on Hârn. Most of the lower levels, those thought to contain the most valuable ores and veins, have not been worked for many years. Many say these deep passages are the realm of ghosts and demons, beliefs that are not exactly discouraged by the Guild.

### IRREPROACHABLE ORDER, The

The celibate, male, clerical order of the church of Peoni, brother-order of the female *Balm of Joy*. The only apparent reason for the existence of two separate orders is their celibacy. The chief temple of the order is in the city of Aleath. The male order tends to look to the female order for leadership, especially to the Hârnic primate in Thay. Other temples of the order exist in Cherafir, Thay, Tashal, Shiran, and Coranan.

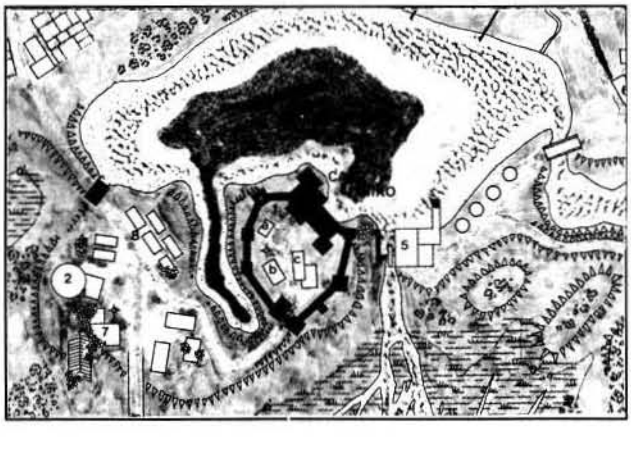
### ISULON, River [H6]

A short river rising near Mount Uthoc in the Felsha Mountains, flowing into Lake Heras. A high mountain pass (4250') to Lake Dyrena marks its headwaters.

### ITHIKO, Castle [C6]

| | |
|---|---|
| Realm: Rethem | Holder: Earl of Ithiko |
| Population: 240 | Liege: King of Rethem |

Ithiko was built in 401 as a fortress and port to supply the Corani Empire's expansion into northern Rethem. At that time Ithiko was on the coast, but three centuries of silting and littoral



drift have filled the cove and the settlement is now almost a quarter mile from the sea. Ithiko is infamous as the birthplace of the Morgathian prophet Balsha (in 520) and the rallying point of the Balshan Jihad. The Morgathian church maintains a shrine to Balsha and small temple in the settlement. The defenses of Ithiko were improved by Arlun the Barbarian who turned it into a royal castle in 648. King Nemiran created the earldom in 673, granting it to clan Barzak. The present earl is Herrin Barzak, age sixty, a loyal supporter of the king and staunch enemy of the Earl of Tormau.

### ITHIUS, Keep [C6]

Realm: Rethem
Holder: Constable
Population: 260
Liege: Earl of Tormau

The keep dates from 593 when it was built by Tamyr of Glesa, a brigand leader and pirate. Tamyr's successor, Branil, surrendered Ithius to Arlun the Barbarian in 631. King Nemiran granted the keep in 673 to the Earl of Ithiko, but the Earl of Tormau seized it in 713, having bribed its constable, Sir Prando of Toprau, into surrender.

### ITIKIR, Sea of [A1+]

The Sea of Itikir surrounds Kethira's north pole and is more properly an ocean. Pack ice can be found between 400 and 500 leagues north of Hârn depending on the season. The Sea of Itikir is known for its unpleasant weather all year round.

### IVAE, Sea of [M2+]

An arm of the Sea of Itikir, lying to the east of Hârn, separating the island from the continent of Lythia. The Sea is named for the inhabitants of the far shores, the Ivinians, who conquered the Hârnic region of Jara, now known as Orbaal.

### IVASHU, The

The creatures created by the god Ilvir, who enjoys creating strange life forms, but has at his disposal a limited number of souls which he is constrained to employ over and over again. The Ivashu are totally sexless and cannot breed. When they die, their auras/souls return to Ilvir's tower, Araka-Kalai, where they are reincarnated in a new, possibly experimental body. After spending some time in attendance at Ilvir's court (he is the only major deity believed to live permanently on Hârn) they are sent into the world. Most are slain quite quickly. Some are taken captive for shipment to Tharda where they will appear in the Pamesani, but a few Ivashu get past these obstacles and may be found in any part of Hârn. The Ivashu make up for their sterility by possessing strange powers. Some are intelligent and speak their own Ivashi language; others are semi-intelligent, speaking not at all, and operating mostly on instinct. Almost any conceivable type of creature may be produced in small numbers by Ilvir, but the following five varieties are most common:

| | |
|---|---|
| **Aklash** | Vessel of the Choking Wind |
| **Hru** | The Rock Giant |
| **Nolah** | The Dank Stalker |
| **Umbarthi** | Bearer of the Mask |
| **Vlasta** | The Swift One, Eater of Eyes |

Each is described under its own heading.

### IVINIA

A land roughly 200 leagues northeast of Hârn. It is a land brimming with warring kingdoms, icy fjords, and bold mariners. Ivinia was the homeland of sea-faring clans who conquered Jara (now Orbaal) between 652-686.

### IZORA Mines [G4]

A district in the heart of the Rayesha Mountains containing an unknown number of abandoned gold and silver mines. Of Khuzan origin, the location of the mines was lost when the Khuzdul departed Kiraz, but in 590 they were rediscovered by an expedition from Shiran. For almost a century some of the mines yielded gold and silver. The mining camps were massacred by a Gargun Swarm in 684 and the mines were abandoned. There has often been talk of reopening the mines, said to "hold the golden heart of Halea herself", but talk is cheap.

# J

### JAHL Mountains [H1+]

The mountainous backbone of Orbaal, a rugged landscape with nine peaks above 6,000 feet. The region is home to several Gargun nations. The easternmost peak, Mt. Fyso, called by some "Windheim", is said to house *Bjaka*, a wind-demon known as the scourge of shipping on Jarin Bay. Another peak of note is Mt. Quorone, a mountain overlooking Quimen Keep, which has some obscure religious significance to the Jarin The highest peak (8865') is majestic Mt. Aelenwe.

### JARIG, River [H1)

A swift river rising in the Jahl Mountains, then flowing northwards into the Vaagesfjord in northern Orbaal.

### JARIGA Lake [H2]

An ice-cold lake in the Jahl Mountains. The lake is fed and drained by the Feben River, which rises in the Hoengreb glacier. The Jarin keep of Pethwys lies on the eastern shore.

### JARIN, The

The name given to the first human inhabitants of Hârn and their living descendants. Most Jarin now live in Orbaal, although small pockets can be found in Evael and Azadmere, and most of the barbarian tribes of Hârn are of Jarin blood. After the Atani Wars ended around 700 BT, most Jarin were gradually assimilated into the more warlike culture of the Lythian invaders, or fled to Hârn's more inhospitable regions. In northern Hârn, which came to be called Jara, the Jarin developed a crude form of feudalism in response to Gargun raiding, but each settlement maintained a high degree of autonomy. These isolated Jarin strongholds were no match for the warlike Ivinians who conquered Jara, settlement by settlement, between 652-686 thus founding the Kingdom of Orbaal.

Through their long exposure to the Sindarin and Khuzdul prior to the Atani Wars, the Jarin acquired a special mystique which has tended to set them apart from other humans on Hârn and has earned them some distrust. They are essentially a peaceful race, a trait which the Ivinians wrongly interpret as cowardice. In Orbaal today, the Jarin are mainly serfs or slaves of their Ivinian overlords, but a few independent settlements have survived at Gwaeryn, Leriel, and Pethwys, and small but active resistance movements to Ivinian rule exist at Gedan and elsewhere. Despite some assimilation between the Jarin and the Ivinians, relations between the two are tense. The recent Jarin Rebellion (701-03) is evidence that the Jarin may prefer peace but are definitely not cowardly.

### JARIN Bay [J2]

A body of water separating the Balakas from the mainland of Orbaal. Jarin Bay is noted for sudden local westerlies said to be the responsibility of Bjaka, a particularly unpleasant wind-demon, who dwells on nearby Mount Fyso. The Bjaka Winds have sent many unwary seamen to the bottom.

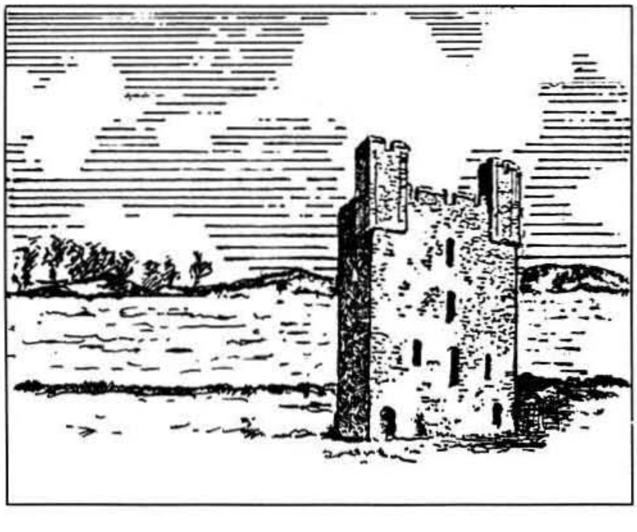
### JEBRU, River [K9]

A river rising in the Anadel highlands. It flows southwest across the wooded plain of Horadir and drains into the Gulf of Ederwyn.

### JEDES, Keep [J6]

Realm: Kaldor — Holder: Constable
Population: 245 — Liege: Earl of Balim

The keep was first built around 350 and was used as a base of operations by Fierth the Usurper during the Kaldoric Civil War. Jedes stands on the east bank of the River Kald and has a boat wharf to facilitate river communication with Tashal, 14 leagues upstream. The constable, Sir Shernath of Mirdarne, is a childhood friend of the Earl of Balim, whose principal seat is Kiban. King Miginath is known to be fond of Jedes; he spends more time visiting it (at the Earl's expense) than any other fief except Olokand.



### JETUST, Keep [M10]

Realm: Melderyn — Holder: Sheriff of Dath
Population: 360 — Liege: King of Melderyn

The shire moot of Dathshire, held for the king by Sir Remond Symosen. The site was settled by the Jarin about 1700 years ago. Nearby is the mysterious "Long Man of Hotsus", a huge humanoid figure carved into a nearby hillside which locals insist has magical properties. Jetust was once the seat of the King of Datha, then later the principal seat of Earls of Datha after the foundation of Melderyn. The line died out in 194 and the title lapsed. The present fortification was built in 687, replacing a crumbling second century keep. A Khuzdul mason was imported to oversee the work, and Jetust now boasts splendid round towers. Sir Remond, age 47, was once a renowned tournament champion, and his skill at arms is still formidable. He spent several years in his youth serving as a mercenary knight for Kanday during Ezar's War, and bears a long jagged scar on his face as a memento of that service.

### JEWELLERS' Guild

A master jeweller is an expert goldsmith, silversmith, engraver, and jeweller, although he may specialize in one of these arts. Some masters specialize in metal engraving, making seals and signets to order, and a few are licensed to strike coins or are bonded as coinmakers to royal mints. Very few human jewellers can match the skills of the Khuzdul and Sindarin.

### JOBASA [H3]

A Gargun cave complex inhabited by Gargu-hyeka.

### JOTHET, Keep [M7]

Realm: Melderyn — Holder: Baron Dessar
Population: — Liege: Earl of Biren

Rollyn Dessar holds this fief from the Earl of Biren, whose principal seat is Gythrun. The Rolhauna Hills northwest of Jothet harbor a large barrow grave site. Legend has it that several battles were fought in this area during the Atani Wars and the barrows contain the dead of both sides. Local folk consider the Rolhaunas to be haunted. Jothet was once a Lakori tribal village and then a wood and earth hillfort during the Kingdom of Elorinar. The present keep was built in 521. Rollyn, thirty four, is a confidant of Baroness Perhel of Huvos.

### JUFYX [G4]

A Gargun cave-complex of Gargu-viasal; the region is also inhabited by numerous bands of Gargu-arak. The viasali consider the latter their slaves, but few araki dwell in Jufyx.

### JUSIKU [F5]

A Gargun cave-complex near the north shore of Lake Benath, inhabited by Gargu-viasal. The region also has odd bands of Gargu-araki.

# K

### KABLOQ [G5]

The forested alluvial plain of the Dygu River, on the northern shore of Lake Benath. It is the range of the primitive *Kabloqui* nation.

### KABLOQUI, The

The tribal nation inhabiting the region of Kabloq. These tribesmen are of unknown ethnic origin and dwell in a crude nomadic state. Their bands rarely exceed two dozen members, following the game into the hills in summer and to the shores of the lake in winter. They practice no agriculture and starvation is a common pastime. Rumors of cannibalism are probably true. They spend a good deal of their time hiding from bands of local Gargun.

### KADAG Strait [C4]

A body of water separating the southern end of the Afarezirs from the Peran mainland. The strait is generally quite calm and safe, but storms can build quickly from the northwest.

### KALD, River [J5+]

Hârn's longest river (over 150 leagues), the Kald rises at the northern end of the Sorkin Mountains and flows south-wards to enter the Gulf of Chakro. Two high cataracts at Barsothe and Tuleme Falls make the river almost useless for navigation. River fishing is seasonal but abundant. Trout and salmon supplement the diets of various inhabitants along the river.

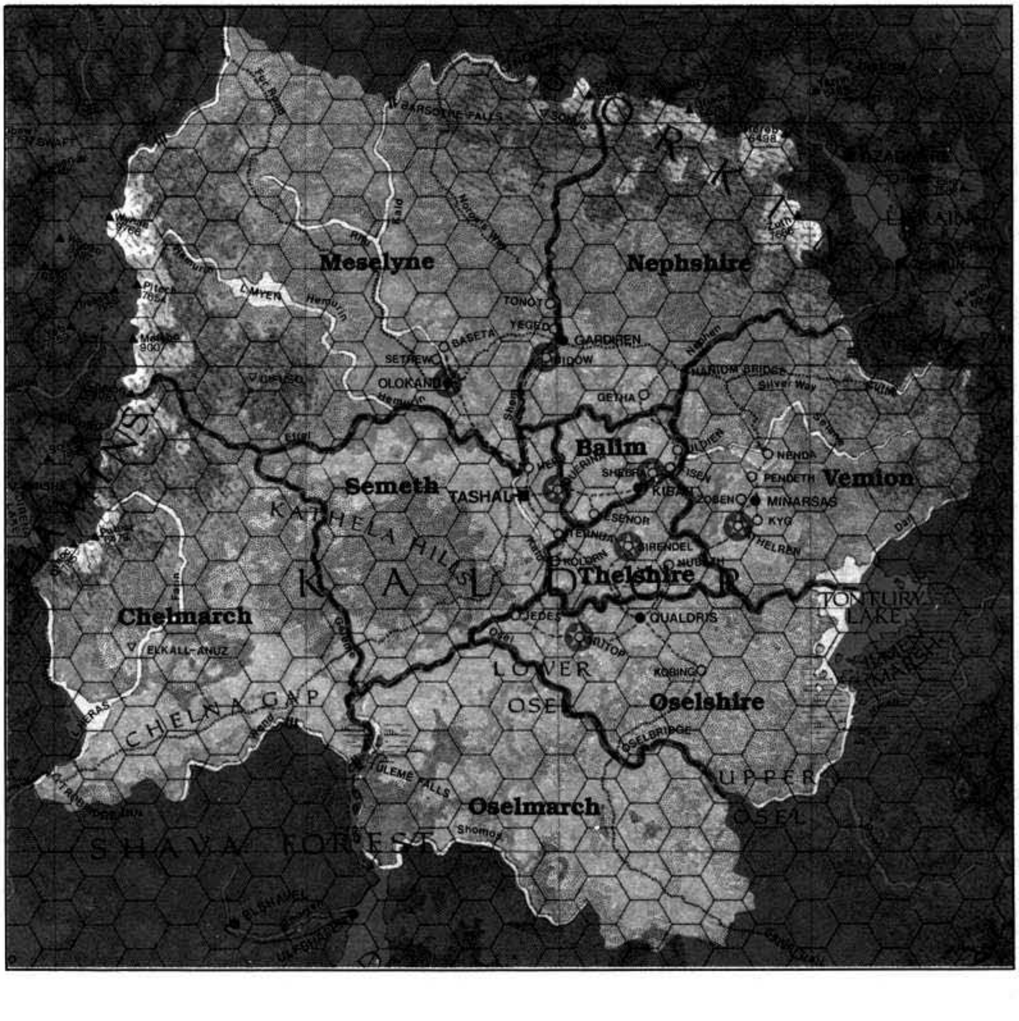
### KALDOR [J5+]

The region comprising the watershed of the Kald River, lying generally between the Sorkin and Felsha Mountains. Kaldor contains mixed wood-land, forest, and cropland and pasture. A generally flat area, Kaldor does have several hilly regions, notably the Kathela Hills and Upper Osel. Most of the region is controlled by the feudal kingdom of the same name.

### KALDOR, Kingdom of

Located in the eastern interior of Hârn, Kaldor is is a feudal realm ruled by King Miginath from his royal castle in the city of Tashal. Founded more than five centuries ago (188), external threats to Kaldor have been minimal, but internal strife has been common, notably the Kaldoric Civil War (362-377) and Baronial Revolt (599-603). Both conflicts were the result of a tendency for kings to draw too much power into their own hands at the expense of the barons. The most recent dynasty (Elendsa), founded in 603, has encouraged a return to traditional principles of feudalism and chivalry, while maintaining a tradition of royal justice. The following monarchs ruled Kaldor:

| | |
|---|---|
| **HOUSE OF TANE** | |
| Medrik I | 178-192 |
| Kalabin | 192-239 |
| Medrik II | 239-279 |
| Ibuthine | 279-307 |
| Aidrik I | 307-342 |
| Mananos | 342-362 |
| Aidrik II | 362-377 |
| **HOUSE OF ORGAEL** | |
| Fierth | 362-385 |
| Uthred | 385-406 |
| **HOUSE OF ARTANE** | |
| Aidrik III | 406-425 |
| Aidrik IV | 425-451 |
| Myselbane | 451-484 |
| Chelebin I | 484-516 |
| Aidrik V | 516-518 |
| Chelabin II | 518-533 |
| Roloth | 533-559 |
| Chidena | 559-588 |
| Iemald | 588-599 |
| Baron's Revolt | 599-603 |
| **HOUSE OF ELENDSA** | |
| Haldan I | 603-636 |
| Haldan II | 636-651 |
| Chelebin III | 651-669 |
| Torastra | 669-693 |
| Miginath | 693- |


Meselyne
Nephshire
Balim
Vemion
Semeth
TASHAL
KATHELA HILLS
KALDOR
Thelshire
Chelmarch
CHELNA GAP
LOWER OSEL
Oselshire
Oselmarch
UPPER OSEL
SHAVA FOREST
TONTURY LAKE
TULEME FALLS
BARSOTHE FALLS
MYEN
OLOKAND
GARDIREN
GETHA
SHEBRA
KIBAN
NENDA
PENDETH
MINARSAS
KYG
QUALDRIS
JEDES
KOBING
OSELBRIDGE
ELKALL-ANUZ
TONOT
YEGED
SETREW
BASETA
HARIOM BRIDGE
Silver Way
HELREN
SIRENDEL
NUBAR

The present monarch, King Miginath Elendsa, was 41 years old when he succeeded his father (Torastra) in 693. Always sickly, his imminent death from any of numerous ailments has been yearly predicted. After 27 years, the aged king continues to baffle his subjects simply by getting up each morning. He has never married, leaving the succession a matter of contention between two or three bastard sons, and a score of nieces and nephews. The following is a list of major fiefs in Kaldor, showing the royal domain of King Miginath, and the holdings of the four tenants-in-chief.

| FIEF | HOLDER | FIEF | HOLDER |
|---|---|---|---|
| **Tashal** | **King Miginath** | **Gardiren** | **Earl Curo** |
| Athelren | (Sheriff of Vemion) | Esenor | Baron Tesla |
| Bidow | (Sheriff of Neph) | Pendeth | (Constable) |
| Getha | Baron Indama | Setrew | Baron Ethasiel |
| Hutop | (Sheriff of Osel) | Yeged | Baron Londel |
| Kobing | Baron Firith | **Kiban** | **Earl Darlune** |
| Nenda | Baron Hirnen | Fisen | (Constable) |
| Olokand | (Sheriff of Meselyne) | Jedes | (Constable) |
| Querina | (Sheriff of Semeth) | Kyg | (Constable) |
| Shebra | (Sheriff of Balim) | Tonot | Baron Pierstel |
| Sirendel | (Sheriff of Thel) | Uldien | Baron Ubael |
| Ternua | Baron Verdeth | **Minarsas** | **Earl Caldeth** |
| | | Baseta | (Constable) |
| The above fiefs comprise | | Kolorn | Baron Bastune |
| the Royal Domain. | | Zoben | (Constable) |
| The king also holds the | | **Qualdris** | **Earl Meleken** |
| title Earl of Olokand, which | | Heru | (Constable) |
| is his family seat | | Nubeth | Baron Elorieth |

### KAMACE, Isle of [A10]

An island of mixed forest and heathland In the path of the prevailing southwesterlies, Kamace has almost constant high winds and storms. Trees in exposed locales are stunted and lean dramatically to leeward, giving an eerie impression. A Thardic legend recounts that at one time an army embarked from the far west and was shipwrecked here. The island was treeless at this time. Unable to find the lumber needed to repair their vessels, the survivors imprudently cursed the local Gods. Acknowledging the derth, the deities rooted their critics to the ground as stunted trees, striving impotently Hârnward. The island is inhabited by the somewhat mysterious *Kamaki* tribesmen.

### KAMAKI, The

The tribal nation occupying the island of Kamace off southwestern Hârn. These tribesmen raise sheep, goats and ponies, and are just beginning to make their first attempts at agriculture. They are probably related to the *Adaenum* of Anfla, but another distinct (possibly non-Hârnic) strain is present. There are approximately 15 tribes, few exceeding 100 in number.

### KANDAY [E8+]

A woodland region in the southwest of Hârn and the name of the kingdom located there.

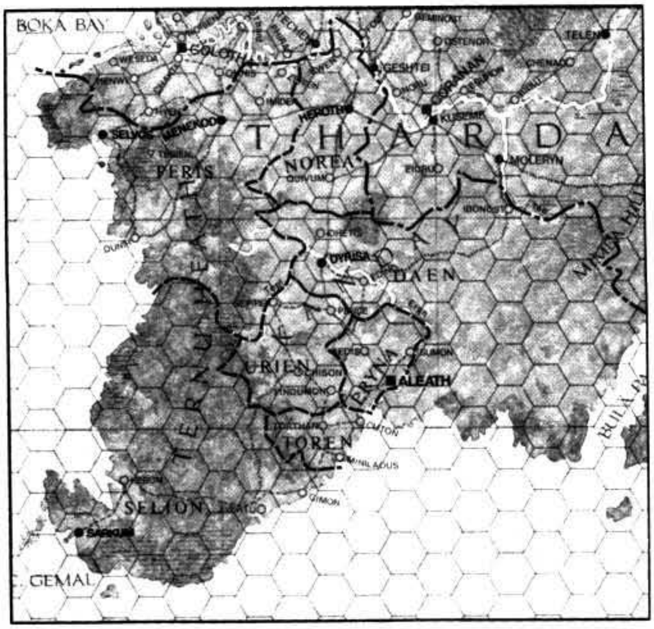
### KANDAY, Kingdom of

A feudal kingdom in southwestern Hârn. Founded in 589 after the collapse of the despotic Theocracy of Tekhos, Kanday is ruled by King Andasin IV from his seat at Dyrisa. He is a learned but weak ruler, dominated by his father, the Earl of Sarkum and former prince consort. The city of Aleath, a chartered freetown, is the largest settlement. The eight monarchs who have ruled Kanday are:

| | | | |
|---|---|---|---|
| Andasin I | 589-627 | Andasin III | 676-690 |
| Andasin II | 627-654 | Eriel | 690-694 |
| Ashenan | 654-659 | Mirelael | 694-707 |
| Arelora | 659-676 | Andasin IV | 707- |

Kanday has a tradition of enlightened and peaceful government, but foreign relations are another matter. The kingdom has been involved in three major wars over the past 60 years mainly because her liberal imperial policies are in direct conflict with Rethem and Tharda. The king dislikes war, but has been unable to halt the ongoing bloody skirmishes between the orders of the *Checkered Shield* and the *Copper Hook* along the Rethemi border. This conflict represents the aftermath of Ezar's War (682-97) when Kanday defeated Rethem and seized significant territory from the Agrikan order. The coming to power in Rethem of Chafin III may herald the eventual onset of another full scale war with Kanday. To complicate matters, Kanday recently suffered defeat during the Kuseme War (712-13) at the hands of the Thardic Republic. Andasin's greatest fear is an alliance between his two northern rivals. The following is a list of major fiefs in Kanday, showing the royal domain of King Andasin, and the holdings of the three tenants-in-chief.

| FIEF | HOLDER | FIEF | HOLDER |
|---|---|---|---|
| **Dyrisa** | **King Andasin IV** | **Heroth** | **Earl Cassean** |
| Avertu | (Sheriff of Selion) | Ewen | (Constable) |
| Chison | (Sheriff of Urien) | Findumon | Baron Seben |
| Edino | (Sheriff of Daen) | Sepire | Baron Terhune |
| Ibonost | (Constable) | Sumon | Baron Udanel |
| Imiden | (Sheriff of Peris) | **Sarkum** | **Earl Milaka** |
| Kedis | (Sheriff of Eryna) | Cuton | Baron Elcher |
| Menekod | Checkered Shield | Gimon | Baron Jevasa |
| Minilaous | Baron Pesirias | Hebon | (Constable) |
| Ohetis | Baron Julor | **Selvos** | **Earl Chahryn** |
| Pinde | Baron Tertimis | Dunir | Baron Xelados |
| Quivum | (Sheriff of Norea) | Zerien | Baron Irien |
| Torthan | (Sheriff of Toren) | **Aleath** | **Freetown** |



### KARVETH Islands [E3+]

A small archipelago in the Sea of Tirpal off the coast of Equeth. They infrequently serve as shelter for itinerant Orbaalese seafarers. The islands have no permanent settlements.

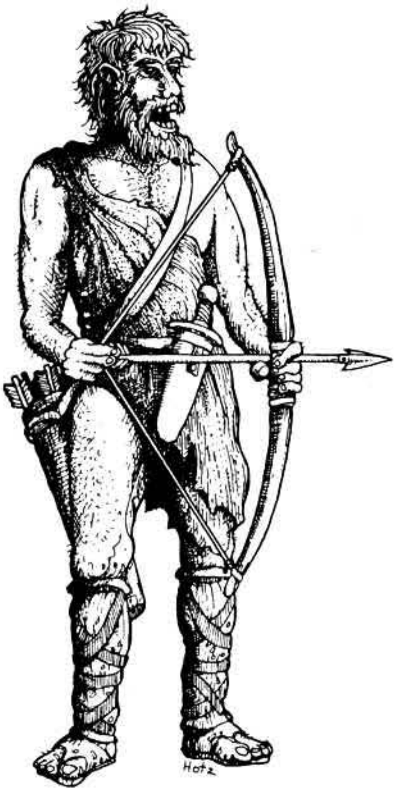
### KARVETH, Castle [M10]

| | |
|---|---|
| Realm: Melderyn | Holder: Earl of Karveth |
| Population: 620 | Liege: King of Melderyn |

The principal seat of the Earl Avona. Karveth is an old site that dates from about 1200 BT. It was once the seat of the King of Kanar, prior to the foundation of the Kingdom of Melderyn. The present earl, Jannys Avona, age 46, was married to the youngest sister of King Chunel until her death during childbirth in 703. He has never remarried, and has only one legitimate son, Denyl. The earl enjoys sailing the dangerous waters of the Indatha Straits in a small boat.

### KATH, The

A loose federation of wild and primitive tribes inhabiting the Kathela Hills in eastern Hârn. There are about 60 bands, few of which exceed 30 in number. Kaldor has sought to conquer the Kath several times, but they remain untamed, surviving mainly by employing guerrilla tactics against overburdened knights. Several missionaries of various faiths have also met violent death at their hands, usually bound to a tree and pierced by a dozen or more arrows, the favorite Kath mode of execution. The Kath sometimes trade with their more civilized neighbors, but they are likely to rob and kill small bands of travellers. Kath women are very attractive, and fond of drawing amorous intruders into ambush.



### KATHELA HILLS [J5+]

A hilly, forested spur of the Felsha Mountains. The name originates from the native *Kath* tribesmen who still control the region. Adventurous, hungry, small gangs of Gargun from the Felsha Mountains often wander the hills during winter. The Salt Route traverses the southern fringes of the hills. Kathela is claimed by the Kingdom of Kaldor, being part of an area the king calls Chelmarch. King Torastra of Kaldor fought a campaign here in 689, seeking to establish control of the region, but Kathela is still largely untamed.

### KEBOTH Island [H8,I8]

An island in the Gulf of Chakro. Relatively flat and amply endowed with forest and woodland, Keboth is frequently visited by the Sindarin of the Shava Forest. It is deemed to be part of the kingdom of Evael, but has no permanent inhabitants.

### KEDIS, Keep [E8]

| | |
|---|---|
| Realm: Kanday | Holder: Sheriff of Eryna |
| Population: 375 | Liege: King of Kanday |

Kedis was built in 368 to guard the northern approach to Aleath. The Sheriff of Erynashire is Ranald Milaka, Earl of Sarkum and father of the king. The Earl finds Kedis to be conveniently close to the centers of power and spends most of his time here.

### KEIREN, Castle [H1]

| | |
|---|---|
| Realm: Orbaal | Holder: Clan Galbart |
| Population: 240 | Tribute: King of Orbaal |

Built by the Jarin in 518, Keiren was captured by the Ivinians in 664. The original keep was upgraded into a castle in 698. Pjersi Galbart is thirty one and is heavily influenced by his younger and cleverer brother Raalir who will most likely "arrange" to succeed him if he can gather sufficient support in the thrangaad. Keiren receives tribute from the lords of Hjael, Teryff, and Utera.

### KELESTIA

The name used among the learned of Hârn to describe the "cosmic all", or everything that exists. Kelestia is believed to be comprised of an infinite number of "quasi-parallel universes". Under this regime, all possible worlds can exist. Worlds of similar culture, environment, and evolution form "families of proximity" in the "Nth" dimension; between these travel is easiest. Kethira (Hârn's planet) belongs to a "family of worlds" that includes *The Blessed Realm, Losenor, Midgaad, Sherem, Terra, and Yashain.* The Earthmasters were able to cross the Nth dimension utilizing teleportal gates like those found on Hârn and called by the natives "Godstones".

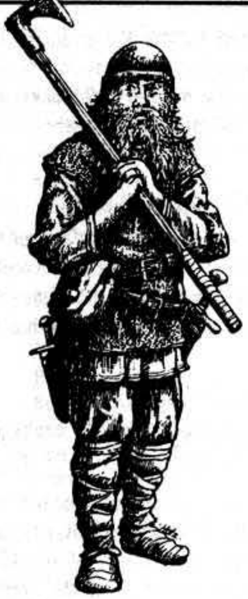
### KEREVA Island [K1]

The largest island in the Balakas, off the northeast coast of Orbaal. The lords of Kjen and Thoen rule the island, but pay tribute to the Lord of Sherwyn.

### KERON, Isle of [N5]

A forested, hilly island 15 leagues off Hârn's east coast. This was an Ivinian colony from 704-707 but is now the home of a few wild tribesmen. The natural harbor of Balhafen lies at the mouth of an unnamed river that drains the "bottomless" Keron Lake. The island is said to be haunted by the souls of the Ivinian colonists who perished in a severe storm in 707.

## KHUZDUL, The



The dwarves of Hârn are as materialistic as the Sindarin are spiritual. They bear a superficial resemblance to humans but average under five feet in height. They are stocky and possess strength out of proportion to their size. As a group, they tend to be secretive, acquisitive, jealous, stubborn, and very clannish. But they are also polite and have a strong sense of racial and personal honor. Dwarves may live 200-300 years. In that span they will rarely, if ever, forget friend or foe.

Khuzan males outnumber females by about three to one. Outsiders find it hard to distinguish the sexes apart, but rarely see the females anyway. Polyandry is uncommon so most males never marry. In any case, the Khuzdul, like the Sindarin, are not particularly fertile.

The Khuzdul prefer to dwell underground. During the Codominium Hârn boasted several, sizable, Khuzan settlements. Today, almost all of Hârn's dwarves reside at Azadmere in the Sorkin Mountains. The location of lost Khuzan towns are unknown, with the exception of Kiraz which was abandoned 600 years ago. Azadmere is governed by the royal Clan Tarazakh whose present head is King Hazmadul III. There also are two large retainer-clans, Kuhrdin and Hurenfal, who supply the bulk of the Khuzan army, the Royal Guard.

Almost uniquely, the Khuzdul combine heavy armour with heavy weapons, a battleaxe or broadsword being most common; their superior strength permits this unusual mix. The Khuzan super-heavy foot (dwarves never fight mounted) is highly regarded. However, all Khuzan males have some skill in arms and most can, at a pinch, serve in a military capacity.

Unlike other subterranean dwellers, the Khuzdul maintain spacious, clean, and well lit underground abodes. The few outsiders who have seen the inner halls of Azadmere have never forgotten their majesty. The Khuzdul are unrivaled masons and their architecture utilizes the natural beauty of the living rock from which it is hewn. Most Khuzan clans specialize in a craft such as weaponcrafting, mining, smithing, etc., skills in which they are supremely competent, having a natural affinity for such things. Dwarves are buried in stone where possible and their embalmers are master masons. If necessary, they will cremate their dead in preference to burial in earth.

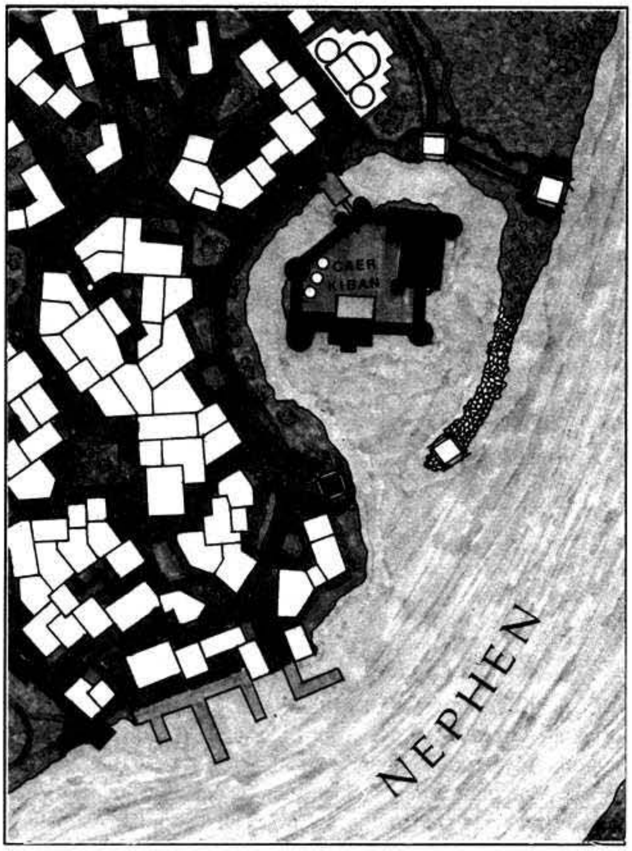
The Khuzdul will not teach their language to outsiders. When they trade with others they will speak only the language of their customers. They do not enjoy agriculture, preferring to obtain foodstuffs through the trade of their finely wrought artifacts. The cropland and pastures around Azadmere are worked by humans who, while acknowledging the rule of Hazmadul III, are accorded a large degree of independence. Additional foodstuffs are imported from Kaldor. The Khuzdul are master-traders and drive hard bargains.

The Khuzdul are not fond of the Sindarin who, they believe, betrayed them during the Atani Wars and failed to assist them during the Tyranny of Lothrim; the Khuzdul have long memories. They will kill Gargun on sight, and since Azadmere is surrounded by Gargun tribes, there is constant skirmishing. The Khuzdul tend to treat humans with polite coolness, but presenting the head of a Gargun to a dwarf is likely to meet with a favorable response. A few Khuzdul have settled outside Azadmere for trade and profit, although they are often the butt of human jokes and prejudice. However, they cannot be subjugated. It is said that a dwarf enslaved will wither and die within a few months.

## KIBAN, Castle [K5]

Realm: Kaldor
Holder: Earl of Balim
Population: 2,730
Liege: King of Kaldor

The second largest settlement in the Kingdom of Kaldor, Kiban dominates the trade of eastern Kaldor and is a center of trade with Azadmere. Built as a stone keep around 300, the castle was constructed between 605-653. Less than twenty-five years ago, Kiban was only a small market town with an impressive fortification. In 703, the previous Earl of Balim obtained a charter from King Miginath to wall the settlement. The wall is still under construction but is expected to be finished in 723. Troda Dariune, the current Earl of Balim, is also Chancellor of the Exchequer and a cousin of the king. An intelligent, good-humored man, 47 years of age, Troda has a strong claim to the throne should he choose to press it. Traditionally, he and his clan have been strong supporters of the royal clan.



### KIRAZ [F4]

An ancient Khuzan underground city, founded more than 7000 years ago. It was abandoned 600 years ago after Lothrim the Foulspawner pillaged and looted the city, slaying all female inhabitants, an event known as the Carnage of Kiraz. This tragedy was soon avenged by the Khuzdul at the Battle of Sirion after Kiraz was recaptured by the dwarves. Unable to live within "blood-soaked walls", the Khuzdul sealed its "spacious halls with enchantment and good stone" and abandoned the site in favor of Azadmere. Today, gloom hangs like a shroud about her haunted ruins. But when a dwarf thinks of Kiraz, he thinks of bright halls where Khuzan kings lived amid fine gems and precious metals, resplendent tapestries and sculpture, wealth beyond even the ambition of any human king. Many adventurers have sought what remains of this great treasure. None have advertised success. Most were never seen again. See Ushet.

### KJEN, Keep [K1]

| | |
|---|---|
| Realm: Orbaal | Holder: Clan Ekkart |
| Population: 80 | Tribute: Lord of Sherwyn |

Built in 633 by the Jarin, Kjen was captured by the Ivinians in 659. Avaarl Ekkart is fifty six, loves the sea, and hates clan Sherwyn. He is scheming with the Mordauks of Thoen to rebel against their mutual overlord and has offered tribute to the Serewyns of Marby for their support.

### KJENFJORD [I1]

An Orbaalese fjord some 20 leagues in length. Its seaward entrance is guarded by reefs and by Zuden Castle.

### KOBEO, Cape [B5]

A forested, low-lying headland on the west coast of Peran. The cape is inhabited by the Kubora nation.

### KOBING, Keep [K6]

| | |
|---|---|
| Realm: Kaldor | Holder: Baron Firith |
| Population: 345 | Liege: King of Kaldor |

The most southerly keep of the Kingdom of Kaldor, built in 428 by Aidrik IV. Orsin Firith is a nephew of the King and has a claim to the throne through his mother Lenera (656-719) who was the eldest sister of King Miginath. An energetic and ambitious man of middle years, the Baron is also the Warden of Oselmarch, and is attempting to secure the hegemony of this march against the Pagaelin tribesmen and the Kingdom of Chybisa. Firith sees the establishment of a keep at Oselbridge as a major step to controlling the region, but several requests for a crenallation charter have so far been politely declined.

### KOLORN, Keep [J5]

| | |
|---|---|
| Realm: Kaldor | Holder: Baron Bastune |
| Population: 360 | Liege: Earl of Vemion |

A barony held from Earl Caldeth of Vemion whose principal seat is at Minarsas. The keep was originally built in 160 on the ruins of an earlier Jarin fortress and rebuilt in 530. The baron is a wenching degenerate. Fortunately his eldest son, 24 year old Sir Lyndar Bastune, is a conscientious administrator.

### KOM [F6]

A hilly and forested region, north of the Pech River, south of the Rayesha Mountains, on the western shore of Lake Benath. The region is noted for its iron mines at Hikun. Most of the region lies within Kom Province of the Thardic Republic.

### KOREGO [H6]

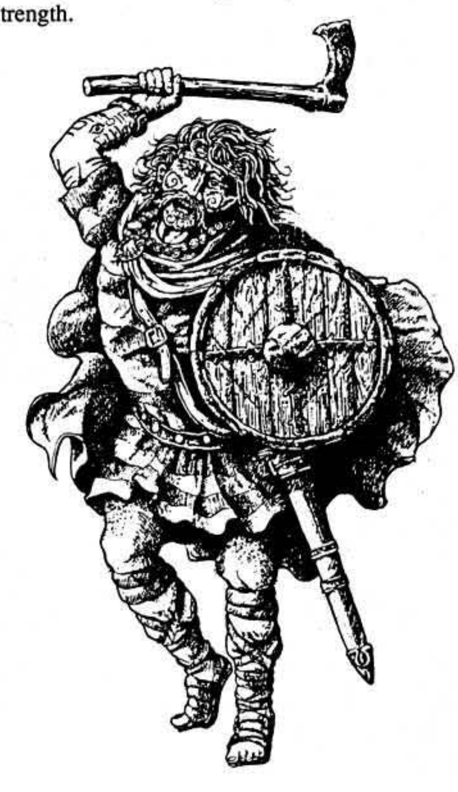
A Gargun settlement, inhabited by Gargu-hyeka, in the southern Felsha Mountains. Gargun from this complex are frequently active along the Salt Route in Athul and constantly raid the human Tulwyn tribes to the south.

### KRAMEN, Cape [I1]

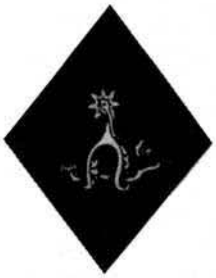
The stormy and most northern extremity of Hârn. Few mariners other than the fearless Ivinians of Orbaal navigate the adjacent waters.

### KUBORA, The

The powerful tribal nation of Peran a densely forested region of northwest Hârn. The Kubora are of Jarin stock. Led by Arlun the Barbarian, they conquered northwest Tharda and founded the Kingdom of Rethem in 635. Later, when Arlun died, their federation collapsed and the Kubora withdrew once again to Peran. The Kubora have 26 tribes, ranging in size from 240-1200. They wear heavy hides of bear and wolf, as well as woven fabrics which they make and trade for. They deem women inferior, but treat them well. Their main export is the wild beasts, mostly bear, wild cats, and wolf, shipped to Tharda down the Scarlet Ribbon for the Pamesani Games. Some Kubora find employment in the Pamesani arenas as gladiators and beast handlers, and as mercenaries in Rethem and elsewhere. Some are kidnapped by slavers who value their fierce strength.



### KUKSHIN, Order of



One of two Agrikan clerical orders which are restricted to women. The order sponsors the unique female fighting-order, *Crimson Dancer.* Both orders are of Rethemi origin, but now conduct most of their business in Orbaal, having been banished from Rethem in 701. The order's only official temple is located at Quimen.

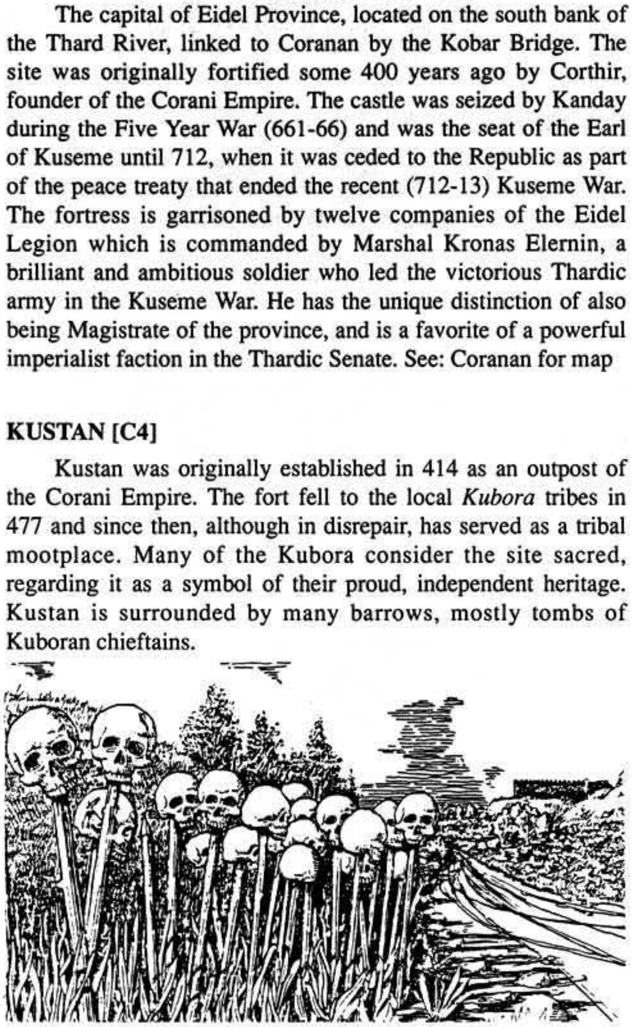
### KUSEME, Castle [E7]

Realm: Tharda Holder: Eidel Legion
Population: 2,370 From: Thardic Senate

The capital of Eidel Province, located on the south bank of the Thard River, linked to Coranan by the Kobar Bridge. The site was originally fortified some 400 years ago by Corthir, founder of the Corani Empire. The castle was seized by Kanday during the Five Year War (661-66) and was the seat of the Earl of Kuseme until 712, when it was ceded to the Republic as part of the peace treaty that ended the recent (712-13) Kuseme War. The fortress is garrisoned by twelve companies of the Eidel Legion which is commanded by Marshal Kronas Elernin, a brilliant and ambitious soldier who led the victorious Thardic army in the Kuseme War. He has the unique distinction of also being Magistrate of the province, and is a favorite of a powerful imperialist faction in the Thardic Senate. See: Coranan for map

### KUSTAN [C4]

Kustan was originally established in 414 as an outpost of the Corani Empire. The fort fell to the local *Kubora* tribes in 477 and since then, although in disrepair, has served as a tribal mootplace. Many of the Kubora consider the site sacred, regarding it as a symbol of their proud, independent heritage. Kustan is surrounded by many barrows, mostly tombs of Kuboran chieftains.



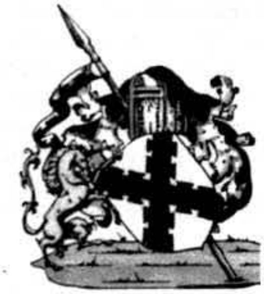
### KYG, Keep [K5]

Realm: Kaldor Holder: Constable
Population: 340 Liege: Earl of Balim

A keep in Vemionshire, held by a constable for Earl Dariune of Kiban. The site was a Jarin hill fort in the first century TR and later became a keep, although the date of this construction is now lost. The keep is currently under repair. Sir Danyes of Bernan, a knight in his early forties, was appointed Constable in 719. He is a corrupt and thieving administrator, although this is not known to the Earl.

# L

### LADY OF PALADINS, Order of the



A fighting-order of the church of Larani sponsored by the clerical order, *Spear of Shattered Sorrow.* Both orders limit their activities to eastern Hârn. The fighting-order holds Cundras and Fosumo in Melderyn. Knights of the order are currently engaged in the subjugation of Solora and crusading patrols are often found there. The excessive zeal of some knights in carrying out this task has created considerable opposition within the church, and from powerful lay-members such as the Earl of Gythrun.

### LAHR-DARIN

The mythical lost "city" of the Earthmasters, said to be located within some mountain on Hârn. Often the object of fruitless search, the site is believed to be fully functional and to contain all manner of wonders.

### LAKET, Keep [L8]

Realm: Melderyn Holder: Warden of Dyriamarch
Population: 270 Liege: Earl of Harden

Laket was built in 178 by Nathwic, the first king of Elorinar, to guard the Anadel passes. It was sacked and burned by the Bujoc in 218 and King Janakor perished in the battle. The keep was rebuilt in 274, and the fortifications were improved in 562. Laket was formerly part of Elorinshire, but in 691 the Earl of Elorin made Laket the headquarters of Dyriamarch, a vast area of wilderness that includes most of Horadir and the southern Anadel highlands. Since this area includes the range of the Hodiri tribesmen, the Warden's control is extremely tenuous. The present Warden is Barryn Alaga, the eldest son and heir of the Earl of Harden.

### LANGUAGES

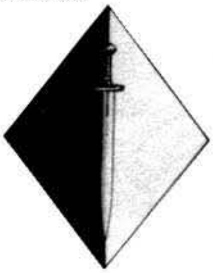
The Sindarin, Khuzdul and Gargun each speak their own languages (Sindar, Khuzan and Gargun respectively). Some Ivashu also speak their own languages. See also under Scripts. Human languages on Hârn are:

**Hârnic**: the language, in one dialect or another, spoken by the majority of Hârnians.

**Orbaalese**: the language spoken in Orbaal, a mixture of Ivinian, Hârnic and Jarinese. Most Ivinians speak their own language (Ivinian) to each other.

**Jarinese**: an almost dead language, formerly used by the early Jarin settlers to Hârn. Modern dialects of Jarinese are spoken by some tribes and by some stubborn Jarin.

### LARANI



*"Lady of the Flowing Red*
*Guardian of Dolithor,*
*Shield Maiden to Hyvrik,*
*Protector of the Brave,*
*The Unwilling Warrior,*
*The Lady of Paladins."*

Larani is the good Goddess of battle, the reluctant warrior, and the deity of chivalry. Said to dwell in the "Land of the Mighty" in the fortress of Dolithor, she periodically leaves the guardianship of her kingdom to her constable Mendiz to walk among men. Those who follow Larani must display courage, compassion and unimpeachable honor. Hence, Larani is the lady of chivalrous knights. While combat for the sake of honor, and tilting according to the rules is permitted, serious or mortal combat is indulged in with reluctance. Her loyal adherents are loath to take life if there is an honorable alternative. Almost all of Larani's lay-adherents and many of her clerics are warriors of some ability. On rare occasions, Larani looses her patience and appears to men as the terrible "Lady of the Flowing Red". In this guise she bears her awesome ancient symbols: *Avarkiel,* her mighty battlesword; *Hyvrik,* her red and white checkered shield; and *Angcaradina,* her blood-red mail.

The seat of the Laranian primate of Hârn is in Thay. In Hârn two principal sects worship Larani; each sponsors its own lay fighting-order. There is no real philosophical difference between the orders, which exist partly to provide a degree of competition for honor in time of peace, and partly for geographical reasons. The clerical orders are:

| Clerical Order | Fighting Order |
|---|---|
| Order of Hyvrik | The Checkered Shield) |
| Spear of Shattered Sorrow | The Lady of Paladins |

The orders of Hyvrik and the Checkered Shield confine their activities to western Hârn, Spear of Shattered Sorrow and Lady of Paladins to the east. The ritual garb of the clerics varies according to circumstance and need, but the favored colors are red and white.

### LEAGUE

The English translation of the Hârnic word "Lhrdu", a unit of linear measure roughly equal to 4 kilometres, or 2.5 statute miles. The original word seems to have been derived from the Khuzan term "Luzhain", the distance to the horizon. The Hârnic League is the most commonly used measure of distance on Hârn.

### LEGION

A form of military organization used only in the Thardic Republic. Each of the six Thardic provinces has its own legion under the command of a Marshal and comprised of a varying number of cohorts (theoretically four) ranging from two to six. Each cohort has a paper strength of 400 men (twenty companies of twenty men), but only one exceeds half strength, and most have less than one quarter strength. But on a war footing, a legion of four cohorts could muster 1600 men, including reservists and volunteers. The legions are responsible for maintaining order within the provinces and for defence. All keeps and castles in each Thardic province are held and garrisoned by units of its legion. The actual company strengths are noted in each appropriate castle/keep entry, but only one half to one third of these are actually based there, the balance being distributed in small legion forts scattered throughout the military district. No other Hârnic realm is organized in this manner; most rely on an ad-hoc feudal levy to raise military forces as needed.

### LERENIL, Keep [K7]

Realm: Chybisa
Holder: Baron Legith
Population: 200
Liege: King of Chybisa

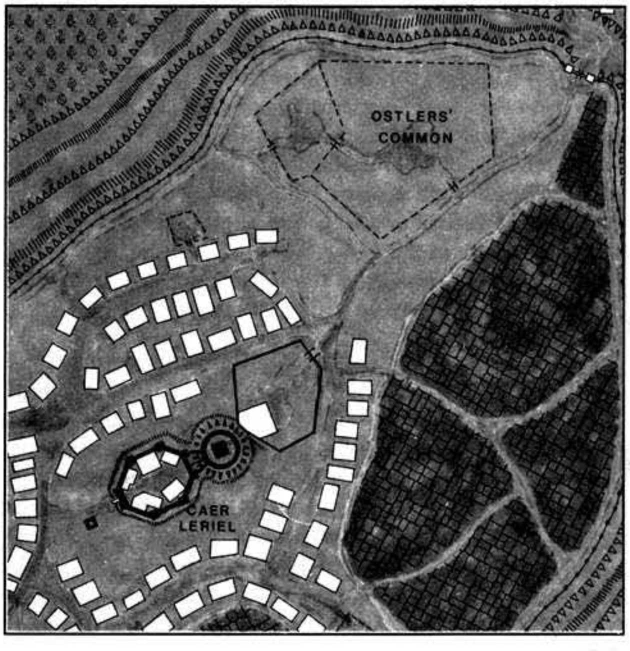
The seat of Salagys Legith, a loyal supporter of the Chybisan crown. He is a skillful politician and perhaps the most powerful noble in Chybisa. His eldest son, Rithalyr, is a member of the king's High Guard, and his younger brother, Tarsyl, is the Chancellor of the Exchequer.

### LERIEL, Castle [H3]

Realm: Orbaal
Holder: Clan Marwyn
Population: 450
Tribute: King of Orbaal

The Jarin domain of clan Marwyn, paying reluctant tribute to King Alegar II. A keep was built here as early as 234, then expanded to the present motte-and-bailey castle by 563. It is the only castle in the hands of a Jarin family, (largely because of its inland location) and is the focus of Jarin intrigue against their Ivinian masters. The current lord is Eamonn Marwyn, a wily, manipulative man of sixty three who styles himself Prince of Leriel. The prince receives tribute from the Jarin lords of Gwaeryn and Pethwys.

Leriel is the site of the most important temple to Ilvir. The temple is run by the *Order of Sudelrhyn the Bearer of Loam.* The High Priest of the temple, Llastefan of Trythe, is the nearest equivalent of an Ilviran Primate of Hârn. The settlement's relative proximity to Misyn makes it a favorite assembly point for pilgrimages to Araka-Kalai.



**LEXIGRAPHERS' Guild**

This guild has a monopoly in the manufacture and sale of vellum and parchment scrolls, quills, inks, and the like. There is no paper on Hârn. Guildsmen buy calfskin for vellum, or lambskin for parchment from tanneries; both are expensive. Some lexigraphers confine their activity to manufacture of these products, others operate small retail outlets where writing materials, maps, and manuscripts are sold. While the Lexigraphers do not have a monopoly on the written word, many scribes have membership in the guild. This is a weak guild; most Hârnians can neither read nor write.

**LIA-KAVAIR, The**

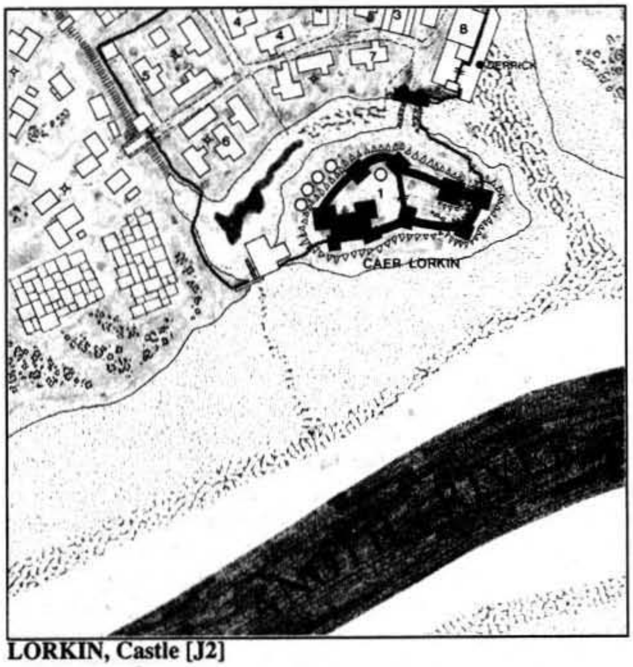
Better known as the "Thieves Guild" the Lia-Kavair controls a host of semi-illicit activities such as gambling and prostitution, and criminal activities such as extortion, purse-cutting, and smuggling. The guild has no official recognition, but receives tacit support from powerful groups because it tends to keep crime under control. The Lia-Kavair is always interested in maintaining the status-quo. Strict, if unwritten, rules prevent any segment of society from being over-victimized. Troublesome "unguilded" criminals quietly disappear or are betrayed to the authorities for punishment. Regional central authority is weak, but a single chapter headed by one "guildmaster" usually dominates in any one town. The guild will rarely intervene to free or defend a member who has been caught, nor would such intervention be effective with most governments. The cardinal rule is never get caught.

**LITIGANTS, Guild of**

Litigants do not have a monopoly in legal matters, just expertise. They handle legal transactions on behalf of various clients (usually middle class guildsmen) and are hired to argue a client's case before some court. This is a powerful urban guild (litigants often hold powerful positions in the administration of towns) but they are rarely tolerated in rural areas where justice is more paternalistic and the privilege of a feudal nobility. Typical prices for simple wills, deeds, and contracts are 12-36d, while court appearances range from 12-48d per day depending on the litigant's expertise and past successes.

**LOCKSMITHS' Guild**

These guildsmen manufacture, install, and repair keys, locks, and lockboxes, and most are skilled in the workings of any intricate mechanism. They are often consulted in the design and placement of secret doors and trapdoors which are much in vogue with the nobility.



**LORKIN, Castle [J2]**

Realm: Orbaal
Holder: Clan Geldestaar
Population: 250
Tribute: King of Orbaal

Lorkin commands the head of the Anoth Delta. The castle was built in 603 and captured by the Ivinians in 665. The Lord of Lorkin is Taarbri Geldestaar, an ugly, violent, and depraved man of thirty four. He is very oppressive to his Jarin serfs. Clan Geldestaar is a junior branch of clan Geldest from Rogna. Lorkin was captured by Jarin rebels in 701, and was their symbol of resistance until 703, when the mysterious decapitation of the Jarin overlord, Gweffryn led to the recapture of the castle by Ivinians. Periodically, Geldestaar clansmen are found headless, victims it is said of the "Spectre of Lorkin". Tribute is received from Arone and Shese.

**LOWER OSEL [J6]**

A relatively flat and wooded region encompassing the lower plain of the Osel River. This territory is the northern half of the range of the *Pagaelin* tribesmen, but is claimed by the kings of both Chybisa and Kaldor.

**LUCRAIN [H4]**

A Gargun cave complex in the eastern Rayesha Mountains, inhabited by Gargu-kyani.

**LYF, Keep [M7]**

Realm: Melderyn
Holder: Baron Arbustren
Population: 280
Liege: Earl of Harden

A barony held by Tamys Arbustren from the Earl of Elorin whose principal seat is at Harden. The present keep was built in 423 atop an ancient tribal hillfort. Lyf has an excellent harbor, although the extensive reefs at the mouth of Nolan Bay make the approaches risky in bad weather. The present Baron is nearly sixty, and inherited the title twelve years ago. He is a widely renowned gourmet, and employs a cook from Emelrene on the Lythian mainland.

# M

### MAMAKA THE MASTER OF STEEL, Order of

The supreme clerical order of the church of Agrik, sponsor of the fighting-order, *Warriors of Mameka.* The order's only temple is in Golotha and this house is the seat of the Agrikan primate for Hârn who, for the past three decades, has been the grandmaster of the Order. The present grandmaster and primate, Klyrdes of Bisidril, is also chairman of the Heptarchy, the ruling council of the city of Golotha. Klyrdes claims descent from the alleged bastard daughter of the prophet Balsha. The main problem for the primate of Agrik is, as always, keeping the various orders from tearing each other apart. In 717, Klyrdes planned and executed the last in a series of purges when the temple of the Order of the Pillar of Fire in Golotha was "mysteriously" razed and most of its priests murdered. The near total destruction of an entire sect did, of course, merit the "sincere condolences" of the primate. Such "temple wars" are never acknowledged; they will hardly be apparent to bystanders, but hardly a month goes by without some fatalities.

### MANGAI, The

The joint association of all Hârnic guilds. Its primary functions are to regulate guilds, settle any disputes between them, and make any recommendations it deems appropriate concerning guild rights and privileges to the governments of Hârn. The association functions under a charter, first proclaimed in the city of Coranan in 493, but since adopted by most other realms, Orbaal, Azadmere, and Evael excluded. A crucial function of the Mangai is its exclusive right to sponsor and organize all fairs and markets in towns and settlements, appropriate fees being paid to whomever governs the settlement for this right. The Mangai recoups its investment by charging fees (usually 1d per day) to all who wish to sell their wares in the markets and fairs. The Mangai holds triennial conventions, attended by syndics of every Hârnic guild, and functions democratically. This convention moves from one town to another; one is scheduled for the city of Thay in 721.

### MARBY, Castle [I1]

| | |
|---|---|
| Realm: Orbaal | Holder: Clan Serewyn |
| Population: 280 | Tribute: King of Orbaal |

Built in 587 by the Jarin, Marby was captured by the Ivinians in 658. Valhakar Mikkaar Serewyn is a surprisingly gentle man of twenty seven. He is fond of music and art and there are a few Kaldoric and Melderyni artisans at his court. There has been a bloody vendetta between clan Serewyn and clan Sherwyn of Sherwyn since 683. The two clans are distantly related, and each claims the other's lands. Marby receives tribute from Antir and Asax.

### MASONS' Guild

Masons belong to one of the most powerful guilds. Some masons are expert architects, highly paid and honored, but most are simple quarrymen, stonelayers, and stonecutters. Most towns require that construction within its walls be done by guilded masons and nearly all Hârnic fortifications involve their participation in design, building, and repair. The Masons' Guild has a strict monopoly over all stone quarrying and the preparation of stone. A quarry may be owned and operated by a master freemason, but most larger operations are jointly run by two or more masters. Partnership with outside investors is common. The best stone on Hârn is quarried in the hills north of Telen, transported at great expense to building sits. Few can afford Telen stone and make do with poorer quality local material. Bricks are not used on Hârn. Most manual labor is done by unguilded locals, hired on a daily basis as needed.

Construction prices for various structures vary dramatically. These depend on the availability of labor and materials, site location, size and quality of construction, and mason-architect fees. Price ranges for various buildings, unfurnished, are noted below.

| | | |
|---|---|---|
| Town House | 1,000 | 10,000d |
| Manor House | 1,500 | 15,000d |
| Keep | 50,000 | 500,000d |
| Castle | 250,000 | 2,500,000d |

### MEFIM, Cape [E3]

A headland extending into the Sea of Tirpal on the north coast of Hârn. The area is held sacred by the *Equani.*

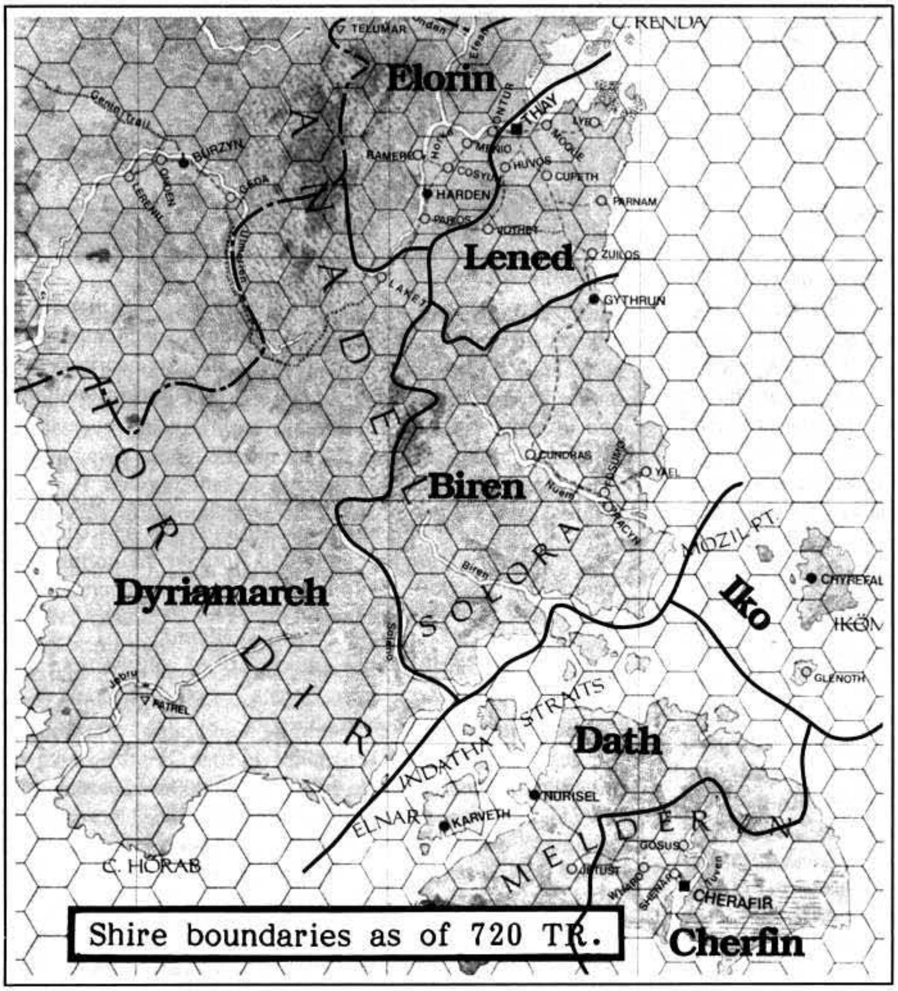
### MELDERYN, Isle of [N10+]

The second largest of the Hârnic Isles, also called *The Wizard's Isle.* Lying southeast of Hârn, Melderyn lies within twenty leagues of mainland Lythia.

### MELDERYN, Kingdom of

An island kingdom off the southeast coast of Hârn which also includes extensive lands on the Hârnic mainland.

Although it appears to be an ordinary feudal kingdom, ruled by King Chunel from Cherafir, Melderyn is more a constitutional monarchy. The real power is held by a council of scholars, known as the *Council of Eleven.* The first king of Melderyn, Erebir, created this body when he appointed a regent's council of eleven advisors, drawn from the secret societies and orders that were, even then, headquartered on the island. The council was given the right to appoint its own members, rule on matters affecting the succession of the sovereign, and to play a major role in the education of the king's children. Although its actions are subtle, the council has always exerted vast influence in Melderyni affairs, and has a long tradition of benign influence towards mainland Hârn. The council's advice to the crown is rarely ignored, yet its very existence is not widely known, nor are the identities of its members, one of whom is the Earl of Nurisel.


TELUMAR
Elorin
C. RENDA
Genin Trail
BURZYN
OLDEN
LERENIL
GEDA
Ulmsteth
RAMERE
Horka
MENIO
COSYUH
HARDEN
PARIOS
ONTUR
THAY
LYF
MOQUE
HUVOS
CUPETH
PARNAM
JOTHET
Lened
ZUILOS
LAKET
GYTHRUN
CUNDRAS
FOSUMO
YAEL
Nuem
RACYN
Biren
MOZIL PT.
CHYREFAL
IKOM
Iko
Dyriamarch
HORADIR
ANADEL
SOLORA
Jebru
PATREL
GLENOTH
INDATHA STRAITS
Dath
NURISEL
ELNAR
KARVETH
MELDERYN
GOSUS
JETUST
WHARO
SHENAP
CHERAFIR
C. HORAB
Cherfin

Shire boundaries as of 720 TR.

The island of Melderyn was subject to the same invasions by Jarin and barbaric Lythians as the rest of the Hârnic Isles, but assimilated all with a remarkable lack of friction. The first historical records describe the peaceful co-existence of five small kingdoms in 228 BT, although there is tantalizing evidence of a mysterious, civilized, culture which existed as early as 3,000 BT. The Five Kingdoms Period ended when Erebir Pendragon was elected (?) the first king of the Biradian Dynasty in the year "1" (the calendar used throughout Hârn is dated from this event). Since then, Melderyn has had a total of twenty kings from three royal houses:

| | |
|---|---|
| **Biradian Dynasty** | |
| Erebir I | 1- 51 |
| Erebir II | 51- 88 |
| Ninon | 88-126 |
| Erebir III | 126-157 |
| Darebor | 157-186 |
| Shelir | 186-240 |
| Erebir IV | 240-291 |
| **Toron Dynasty** | |
| Forn | 291-327 |
| Gemril | 327-369 |
| Imadain I | 369-413* |
| Imadain II | 413-440* |
| Arabar I | 440-463* |
| Erebir V | 463-475* |
| Arabar II | 475-538 |
| Imadain III | 538-557 |
| Poleryn | 557-585 |
| **Rylian Dynasty** | |
| Lodros | 585-639 |
| Shelir II | 639-651 |
| Etobron | 651-684 |
| Chunel | 684- |

* Also ruled Chybisa

Melderyn has held possessions on the Hârnic mainland since 223 when the king of Elorinar swore fealty to the Melderyni throne to defeat the rampages of the *Bujoc* during the Migration Wars. However, no Melderyni king has ever fielded an army on mainland Hârn, or anywhere else for that matter. The kingdom has traditionally limited its intervention to occasional visits by individuals, many of whom have exhibited strange arcane powers. The reputation of Melderyni magick has probably grown out of proportion to the facts. Almost all prominent historical figures have, at one time or another, been attributed with Melderyni origin. Whenever something out of the ordinary happens there is speculation that the hand of Melderyn is in some way involved.

The current King of Melderyn is Chunel Toron. He succeeded his father in 684 and is renowned for his cynical wit. Like preceding monarchs, he leaves much of the government to his council, but is highly competent and active in affairs of state. When he took the throne, the tiny kingdom of Chybisa was under the occupation of Kaldor. Chunel decided to support the deposed monarch of Chybisa (Balesir) in return for a promise of fealty. With an army raised among the mainland possessions of Melderyn, Balesir regained his throne in 687 but did not keep his promise to Chunel. It is said that when news of this betrayal was brought him, Chunel expressed a lack of surprise; some say he actually laughed. Chunel denounced the treachery, but although he has not given up his claim to Chybisa, neither has he taken any obvious action to press it. Chunel is in excellent health and comes from an extremely long-lived line. He is 58 years of age and has five healthy children (one son). The major holdings of the king and his four tenants-in-chief are:

| FIEF | HOLDER | FIEF | HOLDER |
|---|---|---|---|
| **Cherafir** | **King Chunel** | **Gythrun** | **Earl Gwenalin** |
| Chyrefal | (Sheriff of Ikom) | Jothet | Baron Dessar |
| Cosyuh | (Sheriff of Elorin) | Menio | Baron Morezyn |
| Cupeth | (Sheriff of Lened) | Parnam | (Constable) |
| Jetust | (Sheriff of Dath) | Ramere | Baron Erdarta |
| Moque | Baron Wederine | **Harden** | **Earl Alaga** |
| Racyn | (Sheriff of Biren) | Laket | (Warden Dyriamarch) |
| Shenap | (Sheriff of Cherfin) | Lyf | Baron Arbustren |
| Yael | Baron Duathane | Ontur | Baron Jothysan |
| **Cundras** | **Lady of Paladins** | Parios | (Constable) |
| Fosumo | Lady of Paladins | **Karveth** | **Earl Avona** |
| | | Zuilos | Baron Avonasen |
| **Thay** | **Freetown** | **Nurisel** | **Earl Thabel** |
| | (Royal Charter) | Glenoth | Baron Halwyn |
| | | Gosus | Baron Maradyne |
| | | Huvos | Baron Perhel |
| | | Wharo | Baron Chorlon |

**MENEKAI Castle [E6]**

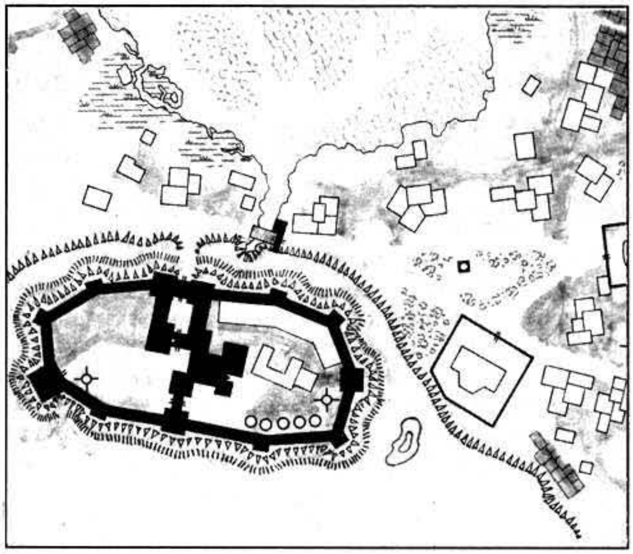
Realm: Rethem Holder: Red Shadows of Herpa
Population: 490 Liege: King of Rethem

An orderial fief in Parachshire. The original fortification was a small legion outpost of the Corani Empire. After years of neglect following the demise of the empire, it came under under control of the Coranan Republic in 621, but was annexed by Arlun the Barbarian in 639. King Nemiran granted the fief to the order of the Red Shadows of Herpa in 681. They constructed the present castle. The grandmaster of the order is Larga of Gydsilen, a coarse and brutish thug.

**MENEKOD, Castle [E7]**

Realm: Kanday Holder: The Checkered Shield
Population: 750 Liege: King of Kanday

An orderial fief in Perishire. This was originally a tribal hill fort, then a fortress of the Corani Empire. Arlun of Rethem seized Menekod in 653 and began construction of the castle. In 681 King Nemiran granted it to the Agrikan fighting-order, *Copper Hook* and it became their primary seat. In 695 Menekod was taken by Kanday in the last major clash of Ezar's War and was then granted to the *Order of the Checkered Shield.* The present grandmaster is Sir Syman of Telfane. There is a dispute between him and the Sheriff of Norea at Quivum regarding nearby estates.



**MENIO, Keep [M7]**

Realm: Melderyn Holder: Baron Morezyn
Population: 560 Liege: Earl of Biren

This ancient tribal stronghold was one of the earliest settlements to support Nathwic when he founded the Kingdom of Elorinar in 155 TR. The keep was originally built in 247, but demolished and rebuilt in stone around 640 The present baron is twenty four and inherited his title after the untimely death of his father in 718. He is a somewhat irresponsible young man, more fond of hunting and wenching than governing. His mother, seeking to correct these faults, and encouraged by the Earl of Biren (See: Gythrun), has obtained permission from the king to conduct negotiations for a marriage between her son and the daughter of the Baron Erdarta of Ramere.

**MERCANTYLERS' Guild**

Mercantylers are guildsmen involved in the trading of goods at a profit, or acting as agents for such transactions. Most mercantylers are simple merchants, buying and selling goods within the same realm. The more adventuresome mercantylers engage in foreign trade, either in caravan or maritime trade, and some specialize in an exclusive trade such as furs, slaves, or wines.

The monopoly of this guild is very ambiguous. Enforcing rigid control over all trading activity would be impossible, but guild masters try to deal exclusively with each other, giving them a de-facto stranglehold in the buying and selling of goods. All major towns have a Mercantylers' Hall for guild members only. Non-guild members can participate in this private market only by hiring a mercantyler as an agent for a fee or commission averaging 5-10% of the goods value.

To further insure that the guild remains at the center of most economic activity, they have acquired one important monopoly which is rigidly enforced. Only Mercantylers can practice usury, the changing and loaning of money for profit (interest). Some mercantylers (usurers) specialize in this activity. Such men are generally involved in the financing of trade, but will with proper incentive, finance the ambitions and comforts of kings and others. Interest rates are high, ranging from 5% to 20% per month, compounded monthly. The rate charged is based on risk, collateral, and social standing. Nobles customarily enjoy the benefit of lower rates.

Usurers also exchange foreign coinage for a negotiable discount, 20% being normal, and issue promissory notes, the closest thing to paper money on Hârn. There are not nearly enough coins in circulation to cover the value of goods traded, so nearly all large payments are made by way of these notes. A usurer's note will be redeemed in full when presented back to him; a guild master in another city will also redeem their colleagues' notes at a discount of 5-20%, although higher discounts usually apply to foreign notes.

**METALSMITHS' Guild**

This guild has a monopoly over all metalworking except the specialized activity of the Jewellers' and Weaponcrafters' Guilds. A master metalworker may be bonded to a noble household, or own and operate a large workshop in town, but most are small village smiths. Regardless of the size of his establishment, a skilled metalsmith is always an important and well-respected member of a community, manufacturing and repairing plows, axes, hoes, cooking pots, and a wide range of other essential wares for agriculture and daily living. Horseshoes are also made by this guild, but generally installed by Ostlers. The city of Shiran is noted for the high quality of its metalwares. Most items are made from iron or steel. Copper, and alloys of brass, bronze, or pewter are used for tableware and kitchen utensils.

### MILLERS' & MILLWRIGHTS Guild

The millers and millwrights have one of the most important guilds with a monopoly on the ownership and operation of all mills and milling. Local lords have, from time to time, attempted to usurp the millers' rights by building their own mills, but masons will not construct them and millers refuse to operate them.

Most mills are used only for grinding grain and virtually all manors/villages have at least one mill. Most mills are water-powered, but wind and muscle power drive about fifteen percent of them. Mills are generally owned by the guild and awarded as franchises to freemaster millers, who pay 20% (rather than the standard 10%) dues. Each mill also pays a tax of (usually) 240d per annum to the local fiefholder or landlord. A freemaster miller generally retains 5-15% of the grain he grinds, most of which he sells to mercantylers.

Some millers are also millwrights - engineers familiar with large machinery. Major nobles employ bonded master millwrights to operate and maintain heavy machinery such as derricks, drawbridges, etc..

### MIMEA Hills [F8+]

Forested highlands in southeast Tharda, long popular among the nobility for game hunting. Lodges were built here for the kings of Aleathia. The outlawed House of Kand used the area as a base of operations against the Theocracy of Tekhos before founding the current dynasty in Kanday. The hills straddle the border between Ramala Province in the Thardic Republic and Daenshire of the Kingdom of Kanday, but the native *Gozyda* tribesmen exercise more control than either state.

### MINARSAS, Castle [K5]

Realm: Kaldor Holder: Earl of Vemion
Population: 650 Liege: King of Kaldor

The principal seat of the Earl Caldeth. The site was fortified during the ancient Jarin kingdom of Arwn some 700 years ago, and a castle was built here around 168 as the royal seat of the Kingdom of Pagostra. The fortification has been renovated many times since then and repairs are presently being made to the west wall. Earl Caldeth, 43, is a clever and powerful lord in Kaldor.

### MINERS' Guild

Miners belong to one of the most powerful and wealthiest of guilds on Hârn. The crown holds the mining rights to all land in most realms, and either owns the mines directly or leases them out to the guild for a hefty royalty. An earl or baron whose fief includes a valuable mine is out of luck, and the guild has been granted unique and special powers to protect miners from jealous nobles. These include: the right to prospect on any lands other than temples, orchards, gardens, or highways; the right to cut timber to use in mines and forges, with or without the local lord's permission; the right to hold their own courts of law; and, in most cases, freedom from taxes, tolls, and military service. In addition, a serf employed in a king's mine for two years, automatically becomes a freeman, an major source of aggravation to the nobility. Nobles are rarely pleased to see the opening of a mine on their lands, and more than a few guilded prospectors have mysteriously vanished over the years.

Silver, tin, copper, iron, lead, and salt are the most common metals and minerals mined. Gold is mined in the Sorkin Mountains, but only by the Khuzdul. Most ores are smelted in small foundries and forges set up close to the mine to avoid transportation of bulk ores. Such foundries are never popular with the local nobility because they consume vast quantities of timber as fuel. The value of metals varies according to their refined purity. Common metals are generally sold by the hundredweight (100 pounds), rare metals by the pound, and precious metals by the ounce.

### MINILAOUS, Keep [E9]

Realm: Kanday Holder: Baron Pesiras
Population: 390 Liege: King of Kanday

A keep in Torenshire, held by the Baron Pesiras from the king. The keep was built in 421 on the site of an old tribal settlement. After the Theocracy of Tekhos collapsed, Minilaous was ruled as the independent kingdom of Mezant by clan Pesirias. The founder of this clan claimed descent from both Aleathian and Corani nobility, although there is considerable doubt as to the veracity of this. In 689 Larryn Pesirias swore fealty to Andasin III. The present baron, Larryn's grandniece Iala, is a sharp witted woman of thirty. She is presently unmarried; her two previous husbands are deceased.

### MIRATH Islands [A4]

A chain of uninhabited islands off Cape Vikod to the northwest of Hârn. Some of the islands are forested, most are treeless heathland. Kubora tribesmen sometimes visit the islands. At least one attempt to colonize has been made by the Orbaalese (as a base for raiding) but no permanent settlement survives.

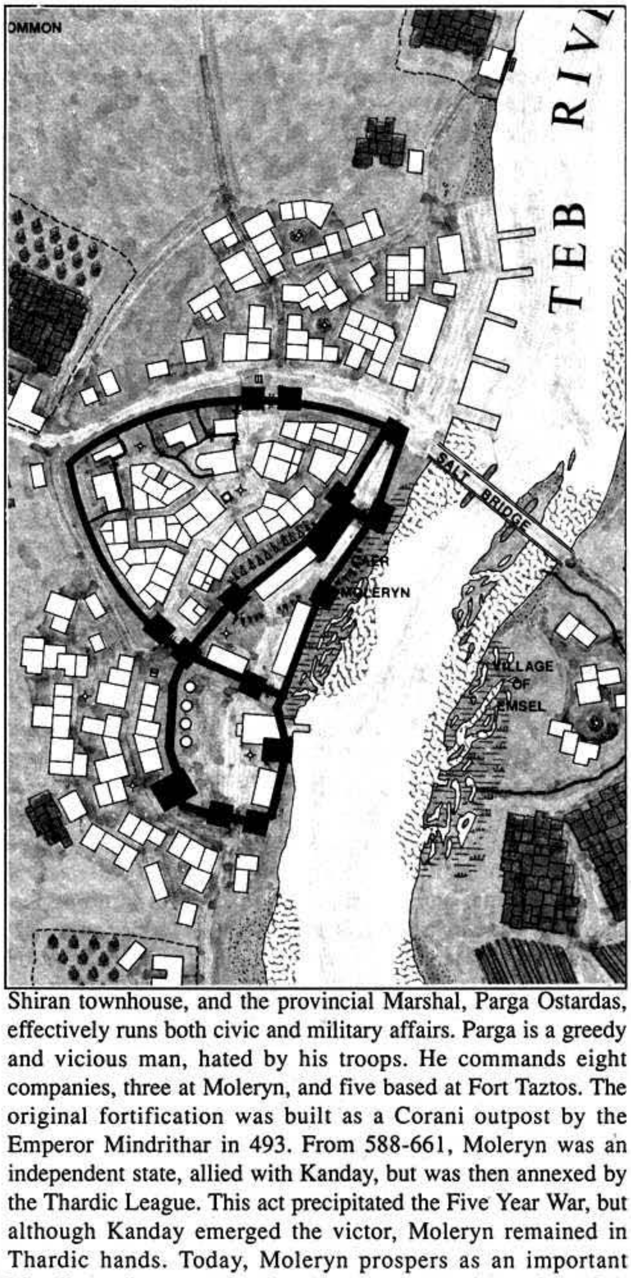
### MISYN [H4]

A wooded, karst landscape on the northeast shore of Lake Benath. According to Ilviran dogma and legend, Misyn is the Kingdom of Ilvir, a place of divine mystery which most Hârnians would do well to avoid. Araka-Kalai is to be found here, and Misyn is also the homeland of the strange *Ivashu*.

### MOLERYN, Castle [F7]

Realm: Tharda Holder: Ramala Legion
Population: 1,100 From: Thardic Senate

The capital of Ramala Province, seat of the provincial magistrate and marshal, and headquarters of the Ramala Legion. Unlike other provinces Ramala is not sub-divided into districts; it is administered as a single unit entirely from Moleryn. The current Magistrate, Mardorva Seris, prefers dwelling in his



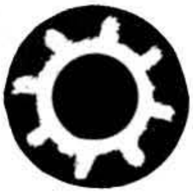
Shiran townhouse, and the provincial Marshal, Parga Ostardas, effectively runs both civic and military affairs. Parga is a greedy and vicious man, hated by his troops. He commands eight companies, three at Moleryn, and five based at Fort Taztos. The original fortification was built as a Corani outpost by the Emperor Mindrithar in 493. From 588-661, Moleryn was an independent state, allied with Kanday, but was then annexed by the Thardic League. This act precipitated the Five Year War, but although Kanday emerged the victor, Moleryn remained in Thardic hands. Today, Moleryn prospers as an important Thardic trading center, being the western terminus of the Salt Route.

### MOQUE, Keep [M7]

| | |
|---|---|
| Realm: Melderyn | Holder: Baron Wederine |
| Population: 420 | Liege: King of Melderyn |

A barony held by Allyn Wederine from the king. Moque was built in 575 to guard the eastern landward approach to Thay. The barony was created in 630 and granted to the Wederines, a clan from Cherafir which had been loyal to the royal house for many years. Allyn is thirty nine and is suffering from what appears to be the early stages of leprosy, although this fact is known only to himself, his wife, and his physician. He has made generous donations to the Church of Peoni, undoubtably because of their work in caring for victims of this disease.

### MORGATH



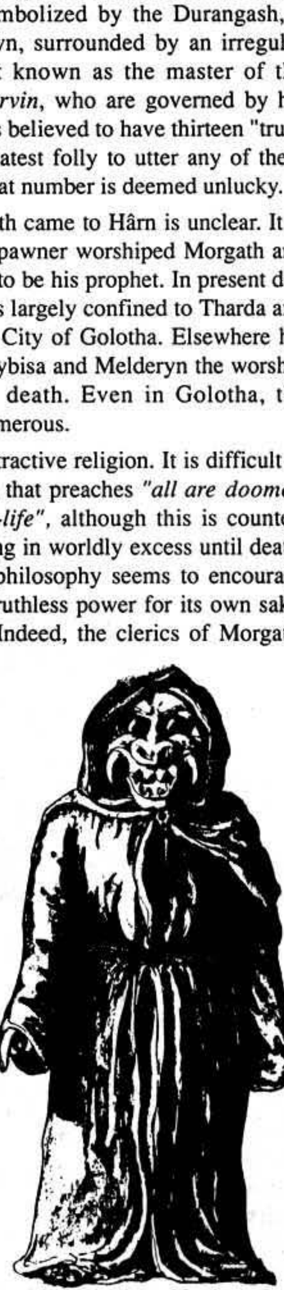
*"Tormentor of the Unlamented Dead,*
*Master of the Principle of Evil,*
*Lord of the Gulmorvin,*
*Wielder of the Shadow*
*Wreaker of Chaos."*

Morgath is the self-appointed master of chaos and evil. Of all the Gods, he is the most prone to violence and insanity, and the quickest to anger. He is a lord of retribution, but cares nothing for justice. He is filled, it is said, with an abiding hatred for all things fair and noble. When Morgath appears to men, it is usually in some ethereal form, his true shape being unbearable to behold. He is never portrayed, but rather symbolized by the Durangash, a black circle on a field of brown, surrounded by an irregular black border. Morgath is best known as the master of the undead, particularly the *Gulmorvin,* who are governed by his chief demigod Klyss. Morgath is believed to have thirteen "true" names and it is deemed the greatest folly to utter any of them aloud. This is one reason why that number is deemed unlucky.

How the religion of Morgath came to Hârn is unclear. It is believed that Lothrim the Foulspawner worshiped Morgath and it is known that Balsha claimed to be his prophet. In present day Hârn, the worship of this deity is largely confined to Tharda and is particularly prominent in the City of Golotha. Elsewhere his clergy are covert. In Kaldor, Chybisa and Melderyn the worship of Morgath is punishable by death. Even in Golotha, the followers of Morgath are not numerous.

Morgathianism is not an attractive religion. It is difficult to take much comfort from a faith that preaches *"all are doomed to eternal torment in the after-life",* although this is counter-balanced with the notion of living in worldly excess until death. The remainder of Morgathian philosophy seems to encourage the acquisition and exercise of ruthless power for its own sake, particularly among its clerics. Indeed, the clerics of Morgath, inspire fear whenever recognized, if only because they are known to habitually practice ritual human sacrifice.

This dour and morbid religion is reflected in the costumes of its clerics; mostly of black and brown. When they are able to wear their full regalia, ritual dress includes hideous masks, partly to terrify, but mainly to hide their identity. There is only one clerical sect in the church, the *Order of the Lord of Chaos.* It has major temples in Golotha and Coranan, the former being the order's headquarters and seat of the Hârnic primate.



***Morgathian Cleric***

### MORVILYA Bay [F3]

A sheltered bay on the coast of Equeth. Many attempts by the Orbaalese to establish settlements have been repulsed by the proud *Equani* tribesmen. One small settlement on the southeast corner of the bay, founded by clan Cyeen from Arathel, was annihilated in 710.

### MOZIL Point [N9]

The most easterly point of land on the Hârnic mainland, Mozil Point is a prominent landfall to seafarers bound for Thay. Three attempts to maintain a beacon on the point, a responsibility of the Sheriff of Biren, have been sabotaged by *Solori* tribesmen.

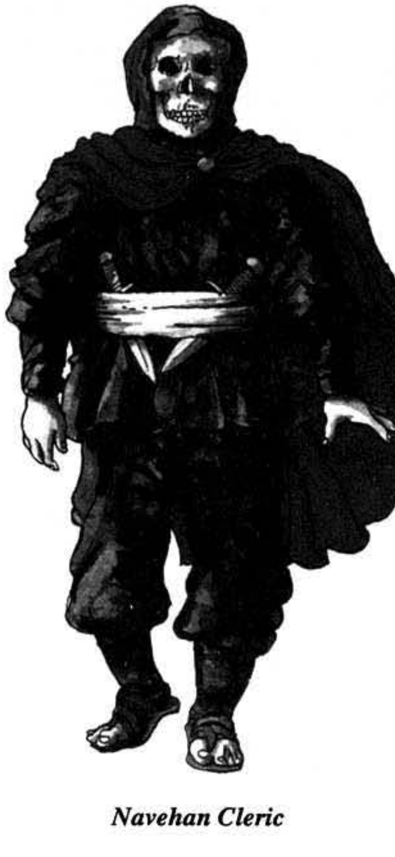
### MUL, Keep [I1]

Realm: Orbaal
Clan: Marwyn
Population: 450
Tribute: King of Orbaal

Built in 559 when it was called Susyln, this Jarin settlement was captured by the Ivinians in 671. The Lord of Mul, Osaar Gurtak, is 34 and a considerable braggart who has many times publicly declared his intention to raid Cherafir. Clan Gurtak is a junior branch of clan Gurta from Seldenbaal.

### MYEN Lake [I4]

A deep lake in the eastern foothills of the Felsha Mountains. The Lake is fed and drained by the Hemurin River. The waters of Myen are murky and very cold and are said to harbor a "sea dragon" called Myenae.

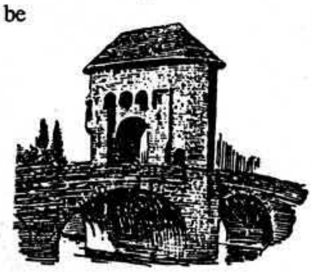


*Navehan Cleric*

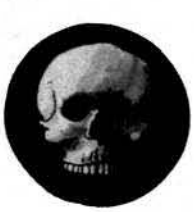
# N

### NANIOM Bridge [K5]

A very old stone bridge over the River Nephen on the Silver Way. The original bridge may be of Khuzan origin although the central stone tower is more recent. The bridge is claimed by Kaldor, but the king's control over it is tenuous. Naniom Bridge is often used by the local nobility as a field of honour.



### NAVEH



*"Lord of the Pitch Shadows,*
*Master of Deceit and Evil Dreams,*
*Lord of the Last Illusion,*
*The Merchant of Death,*
*Unseen Lifter of Lives,*
*Trancer the Cat*
*Wealth's Worry."*

Best known as the bringer of nightmares, Naveh is the deity favored by assassins and thieves. It is sometimes thought that Naveh and his minions are powerless in daylight, but it is more likely that their powers are only reduced by sunlight. Naveh is a Lord of secrets, a doer of the impossible. His main symbols are *Nava-shak-ara* (an ebony knife) and *Shinkra-akra* (a translucent, human skull); replicas of both are involved in temple rituals by Navehan priests. Naveh's principal hue is black, with a trace of blood red, colors that are traditionally worn by Navehan priests.

Naveh's main demonic servants are *Dekejis* and *The Gytevsha.* Dekejis appears in the form of a black, red-eyed cat. Formerly a pet of the goddess Halea, Dekejis considers the eyes and genitals of humans a great delicacy; those who lack either are said to bear the *Curse of Naveh.* There are three principal Gytevsha, but each has numerous lesser servants: *Gekrish*, the "Hands of Despair" who can reach inside the body with taloned hands and still the heart, or possess the body, tormenting the resident Aura before slaying it; *Krasula*, the "Hunter of Sleep", said to bring horrific nightmares, who commonly appears as a male child, with one eye of the palest blue and the other of the deepest black; and *Vesha*, the "Mouth of Falsehood", a servant who spreads deceit and confusion among mortals, said to be strengthened by every lie told by men, and wounded by every truth.

Any temple of Naveh is always well hidden from public view, even where lawful. As a consequence, very little is known of the church by outsiders. It has a degree of discipline second to none; temple masters have been known to order loyal underlings to commit ritual suicide for no apparent reason. Witness, the oft told tale, of a master who ordered a favorite to slit his throat as a demonstration of loyalty to a guest. There is a marked distinction between the laity and the clergy, the latter having little interest in the former. It is widely believed that the temples kidnap children of good or noble birth to be raised as clerics and servants. Each temple is self-sufficient. The chief temple and the seat of the primate for Hârn is in Coranan; there are also covert temples in Golotha, Shiran, and Tashal.

Ritual murder play a major role in the worship of Naveh. The temples take commissions for assassinations or thievery, including those too difficult for the *Lia-Kavair,* which probably supports and pays tribute to the church. Any approach for such services is usually done through the Lia-Kavair. Fees are high and the church is prone to refuse contracts without explanation.

Temple ritual sometimes involves drug induced trances. The clerical garb is loose fitting, to allow freedom of movement, and usually black in color. Ranking clergy wear an over-robe of red and may don the dreaded skull-mask denoting imminent death. All clergy carry razor sharp daggers. An assassin wears a broad belt of white cloth which will be red with the victim's blood when returned to the temple. Success and failure are judged by more than the simple death of the victim; there is a degree of "artistry" involved. Various punishments are meted out for failure.

The most interesting ritual punishment is the *Herth-Akan.* A miscreant cleric is given a one hour start and for three successive days and nights must evade the murderous pursuit of seven of his temple brothers. Few do! The ritual is occasionally used against enemies of the temple, or against those that the temple has contracted to kill. If the victim evades death for the required period, he is permitted to live, but the failed brothers must then undertake ceremonial suicide.

**NEJ, River [B4]**

A short river, flowing into the Kadag Strait. Its mouth is a favorite fishing and gathering site for the Neji, one of 26 Kuboran tribes.

**NENDA, Keep [K5]**

| | |
|---|---|
| Realm: Kaldor | Holder: Baron Hiren |
| Population: 350 | Liege: King of Kaldor |

Originally called Habta Tower, Nenda keep was built in 320 and rebuilt in 407 after the Kaldoric Civil War. Erelar Hirnen has a claim to the throne through his mother Erelora (659-716) who was a younger sister of King Miginath. An ill-tempered man of 45, Erelar is not popular with his uncle, or even with his own household.

**NEPHEN, River [K5+]**

The Kald's second greatest tributary. It rises near Mount Tezith, feeds and drains Lake Arain, and flows southwest to join with the Kald below Tashal. The Nephen is crossed by the Naniom and Ternua bridges. The *Silver Way* follows the river for part of its course.

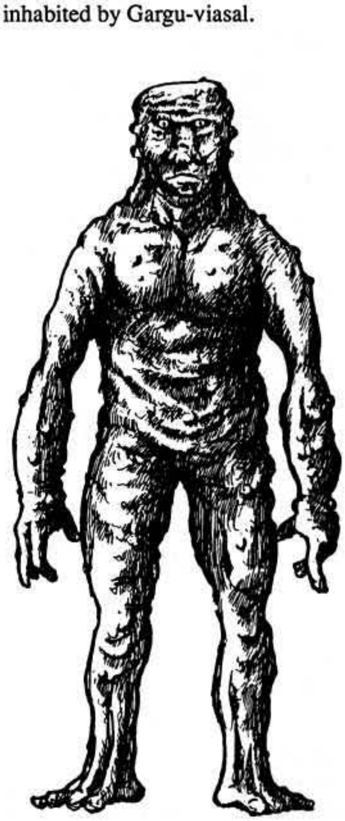
**NETHIL River [I3]**

This tributary of the Anoth River is fed by the glaciers of Mount Fomenien and flows northward, plunging over rapids, to join with the Anoth near Leriel.

**NIZUS [I5]**

A Gargun cave-complex inhabited by Gargu-viasal.

**NOLAH, Ivashu**



The Nolah, or Hârnic Troll, has an affinity for damp stone and earth, and is sometimes called the Dank Stalker. Nolah are quite intelligent and are able to cast some kind of "charm" to lure their victims. They are man-sized humanoids, but are able to contort their moist, hairless bodies to fit between the stones of a wall. They prefer to make their homes under bridges or similar damp structures, in an enchanted "bubble" with no accessways. A Nolah will exit and enter by "flowing". They can breathe water, and do not breathe at all while sleeping. Nolah will use weapons captured from their victims, but have no use for clothing or armour since most blows are absorbed harmlessly by their rubbery hides. They can only be slain by enchanted weapons. They are fascinated by gems and similar treasure which they will hoard in their lairs. The Nolah is often used as a bugaboo to frighten children, but they rarely venture into inhabited settlements, being solitary by disposition.

**NORIENAR, Keep [D7]**

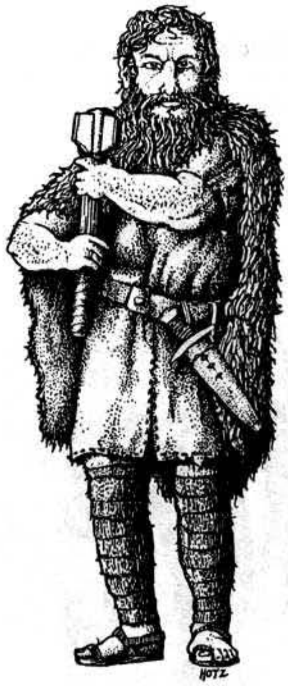
| | |
|---|---|
| Realm: Rethem | Holder: Constable |
| Population: 365 | Liege: King of Rethem |

A royal keep in Parachshire, Norienar was built in 438 as a residence for the Corani Empire's governor of Rethem province. The fortifications were upgraded by Arlun the Barbarian between 648-651. The present constable is Sir Dorin Metsellan, a loyal, tough, and competent soldier. He is thought to be the king's most likely choice to fill the currently vacant office of Lord Marshal of Rethem.

**NORON, Keep [J3]**

Holder: Noron
Population: 160

Noron's Keep is an isolated, independent stronghold at the northern end of the Sorkin Mountains near the source of the Kald River. The keep is held by Noron, a seven foot tall humanoid who is one of the *Pradeyalkri.* Rumored attributes of this half-giant include the ability to shapechange and immortality. He and his eleven sons, all over six feet tall, rule some thirty families of serfs of Taelda origin who have much



greater freedom than in most feudal settlements. The major form of recreation for this unusual clan is the extraction of excessive tolls from users of the trail, sometimes as much as half the goods carried; few argue. However, Noron has been known to refund the toll if travellers (who are generally lodged for the night in his huge barn) can spin a good yarn. Noron is wisely treated as being of noble status by most visitors. If he takes a liking to a party, he is inclined to treat them as guests, provisioning them as necessary, sometimes most generously.

**NORON'S WAY [J4+]**

The trail from Gardiren, north to Lorkin, via Noron's Keep. The trail is little used by other than complete idiots and a few veterans known to, and liked by, Noron. The Taelda tribesmen do not generally interfere with travellers on this trail, perhaps by arrangement with Noron.

**NORU, Keep [E7]**

Realm: Tharda — Holder: Noru Cohort (5c)
Population: 725 — From: Gerium Legion

Noru Keep was built in 312 on the site of a Corani tribal fortification. There is an ancient burial ground on the island in the Thard west of the settlement. The district legar is Abena Tholtha, clanhead of the Tholtha clan, and avid supporter of Borisir Wytel who is the powerful magistrate of Gerium Province. The commander of Noru Cohort's five companies is Sinazar Cosele, a member of the district's second most prominent family, arch rivals of the dominant Mariam clan. Sinazar is 38 and resents being subordinate to his youthful 20 year old legion commander Jithias Mariam. With one eye on the post of provincial marshal, he covertly supports Borisir Wytel in the magistrate's campaign to remove Jithias from office.

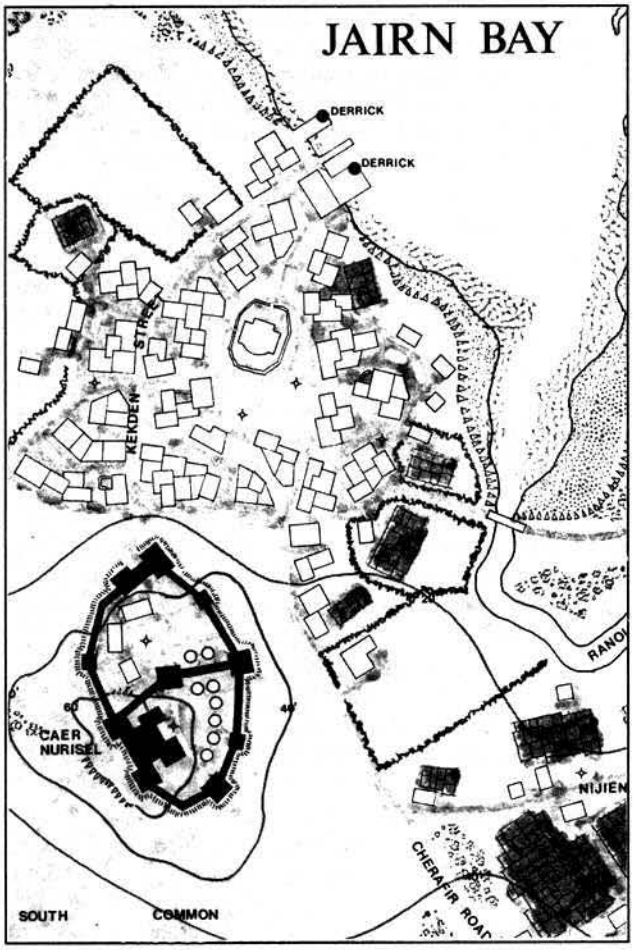
**NUBETH, Keep [K5]**

Realm: Kaldor — Holder: Baron Elorieth
Population: 355 — Liege: Earl of Qualdris

The keep was built in 420. The current baron, Dwyn Elorieth, is 62 years old and in declining health.

**NUEM, River [M8]**

A river rising in the Anadel highlands and flowing southeast into the Sea of Ivae. It is the de-facto southern border of Melderyn's mainland possessions.



**NURISEL, Castle [M10]**

Realm: Melderyn — Holder: Earl Thabel
Population: 2,050 — Liege: King of Melderyn

The principal seat of the Earl Thabel and the second largest settlement on the island of Melderyn. Nurisel was settled by the Jarin more than 2,000 years ago, but standing stones and other evidence suggest even earlier occupation by the mysterious Henge Culture. Around 215 BT, Nurisel was the capital of Bradene, one of the Five Kingdoms that eventually merged to found the Kingdom of Melderyn. The present earls are direct descendants of the Bradene kings. Nurisel has a well deserved reputation as a center of learning; there has been a Lyahvian Chantry here for over 1,700 years, a seminary of the Church of Save K'nor for almost 500 years, and a college of the Pilots' Guild for more than a century. The current earl, Sunoril Thabel, is 53 years old. Like many of his ancestors, he studied at a chantry of Arcane Lore in his youth. He is an insightful, intelligent lord, with a reputation for coldness and formality. He is also an influential member of the Melderyni Council of Eleven.

**NUTHELA [I3+]**

A hilly, forested, wilderness plateau between Kaldor and Orbaal. The *Anoa* inhabit the northern half of the region, the *Taelda* the south. Two major trails cross the plateau, one from Olokand to Leriel (Fur Road), the other from Gardiren to Lorkin (Noron's Way).

# O

**OBEO, Cape [M6]**

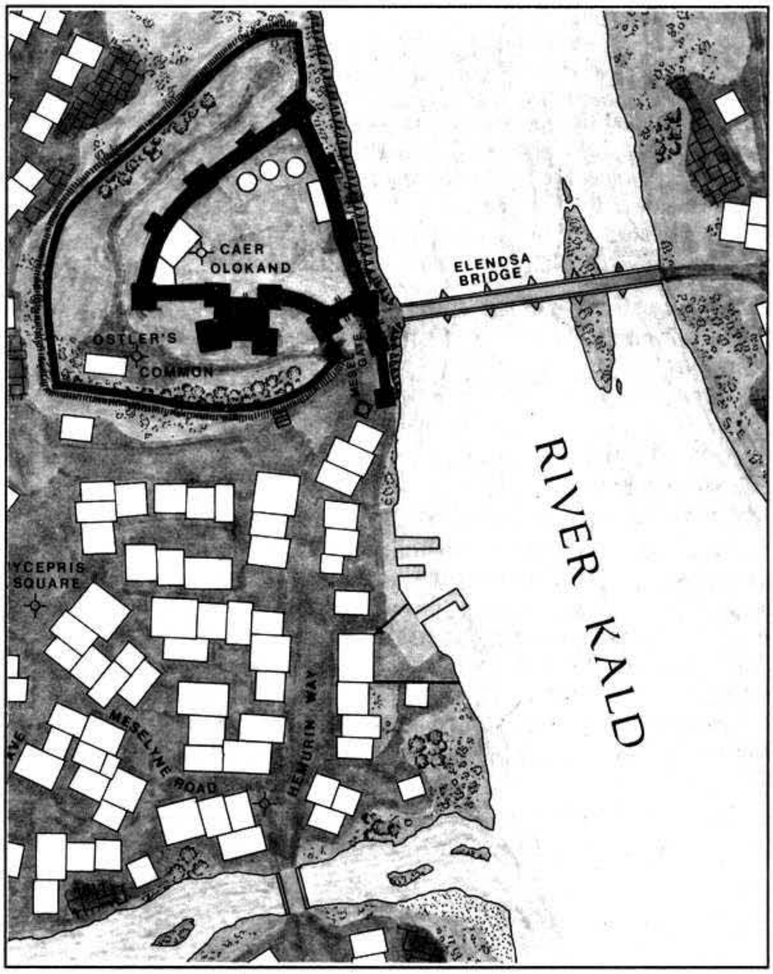
A hilly, wooded headland on the east coast of Hârn. The cape is rarely seen except by seafarers.

**OBODU HILLS [B4+]**

A region of very rough terrain in northwest Peran. The Obodu *Kubora* are especially fierce and proudly claim Arlun the Barbarian was one of their number.

**OCHRE WOMB, Order of the**

A clerical order of the Church of Ilvir based at Araka-Kalai. The order is actually located in the village of Ochrynn, a religious community one half league north west of Araka-Kalai, where they maintain an Ilvirian temple. The original order may have been established as early as 284 BT and was the largest Ilviran sect until Ochrynn was destroyed by a Gargun swarm in 298 TR. Surviving priests fled to Leriel, but the order was re-established at Ochrynn in 361. The Ochre-Womb has always been plagued with internal dispute about "proper Ilviran doctrine". A faction broke off to found the *Order of Sudelrhyn* in 180TR. More recently, another dissident group of clerics founded the mysterious *Dark Order* (see Araka-Kalai) in 692.



**OCTAGONAL PIT, Order of the**

An Agrikan clerical order headquartered in Golotha. The order sponsors the so called fighting-order, *Demon Pameshlu the Insatiable.* Both orders are almost solely concerned with the operation of the Pamesani (games) in Golotha, Shiran and Coranan. The order takes its name from the huge, symbolic fire pit which is a central feature in most temples of Agrik. The pits represent a mystical opening into the heart of the planet and into the heart of the god. The fires are kept burning constantly and many "things" are cast in.

**OHETIS, Keep [E8]**

| | |
|---|---|
| Realm: Kanday | Holder: Baron Julor |
| Population: 435 | Liege: King of Kanday |

A barony in Daenshire. The keep was built in 621 by Andasin I, the first King of Kanday. In 655 King Ashenan created the barony, granting it to Vordi Julor. In 669 Vordi was raised to Earl of Kuseme as a reward for his actions during the Five Year War. In 712 Vordi's grandson Ernald involved Kanday in the Kuseme War, and lost most of his lands. Ernald still privately styles himself Earl of Kuseme, although the title is officially lapsed. The baron is generally unpopular at court and is given to foolish and arrogant pride.

**OLOKAND, Castle [J5]**

| | |
|---|---|
| Realm: Kaldor | Holder: Sheriff of Meselyne |
| Population: 800 | Liege: King of Kaldor |

The shire moot of Meselyneshire, Olokand guards a sturdy wooden bridge across the Kald River, and is the southern terminus of the Fur Road. Olokand was built in 128 as Sanric Tower and rebuilt as a castle between 379-384. It is the ancestral seat of clan Elendsa, the present royal house of Kaldor which gained the throne in 603. The king still has the title Earl of Olokand and King Miginath spends about one third of his year in residence. The sheriff, Maldan Harabor, is the eldest bastard son of the king. He is a ruthless man whose ambition to inherit his father's throne is undoubted.

**OMNIS, Keep [E7]**

| | |
|---|---|
| Realm: Rethem | Holder: Baron Sayorsaxe |
| Population: 260 | Liege: Earl of Techen |

Omnis was built in 701 by the Earl of Techen and was held by a constable who died under mysterious circumstances in 716. Since the earl was a ward of the Chafin III at this time, the king took this opportunity to create a powerful new barony, awarding it to a loyal friend, Jasyph Sayorsaxe, who is also the Chancellor of the Exchequer. Sir Jasyph spends very little time at Omnis, and although technically a vassal of the Earl of Techen, his loyalties are with Chafin III.

**ONDEN, Keep [L7]**

| | |
|---|---|
| Realm: Chybisa | Holder: Constable |
| Population: 250 | Liege: King of Chybisa |

The original holding of clan Geledoth, the current royal clan of Chybisa, held by Sir Balesir Geledoth, crown prince of Chybisa. The young and handsome prince is popular with many Chybisan lords for his generous nature, but he is also a dedicated womanizer. His innumerable sexual dalliances have rewarded him with syphilis, a disease with no known cure.

**ONDEN, River [M7]**

A tributary of the Efesir, rising in the mountains of Anadel.

**ONTUR, Keep [M7]**

| | |
|---|---|
| Realm: Melderyn | Holder: Baron Jothysan |
| Population: 800 | Liege: Earl of Harden |

Ontur was a tribal settlement fortified during the Kingdom of Elorinar. A stone tower was built in 232, but was severely damaged by flooding in 411. The present keep dates from 416. In 705 a small Orbaalese force attacked Ontur, but was driven off after raiding and burning the village. Tobrin Jothysan, Baron of Ontur, took an active part in the defence, and still points proudly to five captured Orbaalese round shields that decorate the walls of his hall. One of these bears the arms of clan Djagg of Gyfyn.

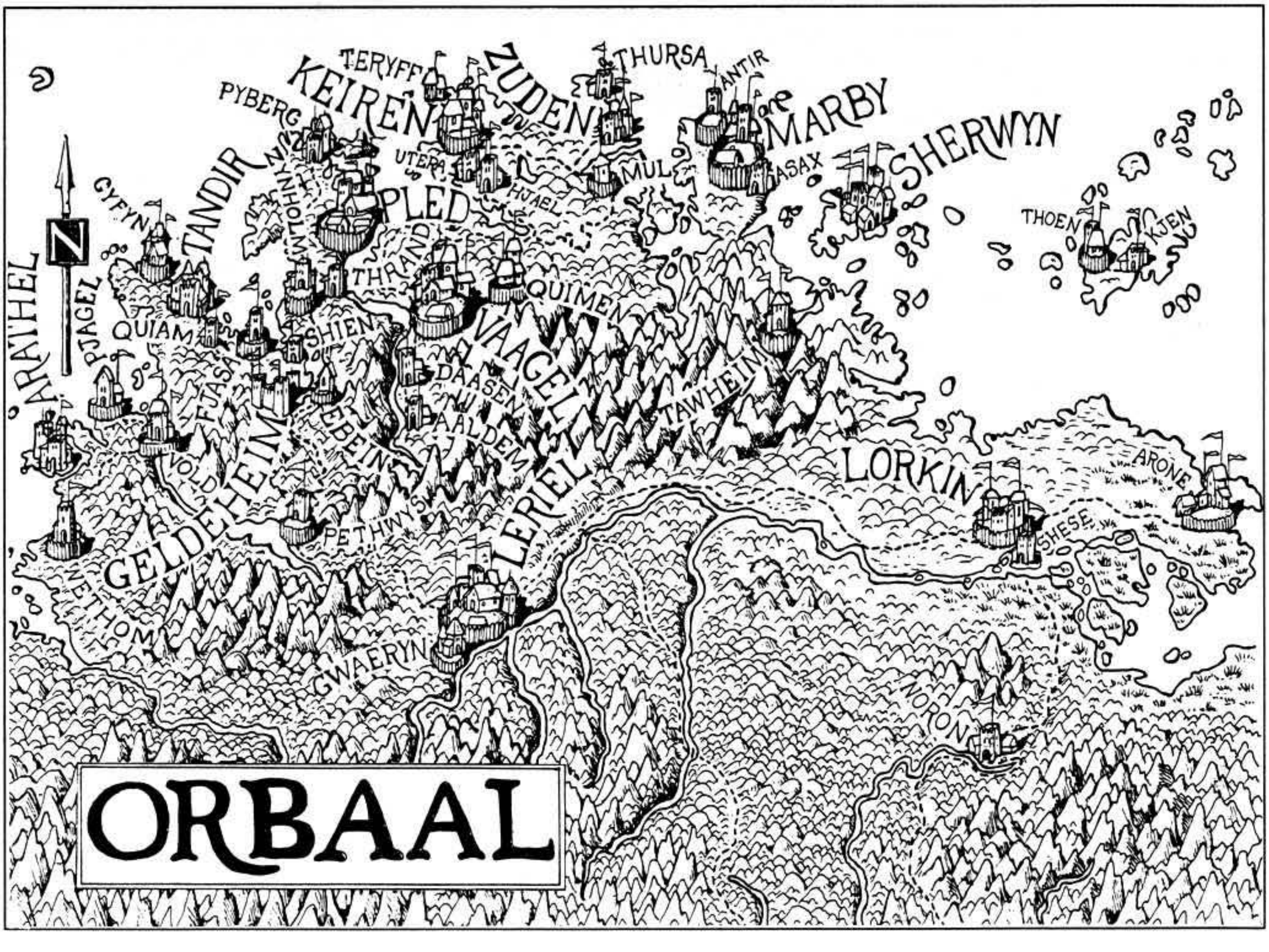
**ORBAAL [H1+]**

The name of the northernmost region of Hârn, formerly called Jara, and of the kingdom located there. The region's geography is dominated by the Jahl Mountains and numerous fjords.

**ORBAAL, Kingdom of**

A pre-feudal state in northeast Hârn ruled by King Alegar II from Geldeheim. It was formerly called Jara, until the Kingdom of Orbaal was proclaimed in 686 after the Ivinian conquest of the indigenous Jarin. It is a very unstable realm where less than 8000 rowdy and ungovernable Ivinians have enslaved about 65,000 rebellious Jarin. Orbaal is really a host of semi-independent squabbling clan domains, the smaller of which owe tribute to more powerful clans, who in turn owe it to the king in Geldeheim. Some call the larger domains "kingdoms" and the king at Geldeheim an "overking", or "pendragon", but the Orbaalese are not as formal about titles as the rest of Hârn.

The basic unit of Orbaalese society is the clan, ruled by a *Valhakar* (clanhead), aided by a council of all males with three or more wives called the *Thrangaad*. The latter elects the former, but any member of the Thrangaad has the traditional right to challenge for the leadership by trial of combat. There are no fixed rules of succession.


ORBAAL
N
ARATHEL
PJAGEL
GYFYN
QUIAM
TANDIR
PYBERG
KEIREN
TERYFF
ZUDEN
THURSA
ANTIR
MARBY
MUL
ASAX
SHERWYN
THOEN
KJEN
UTERA
PLED
HJAEL
THRAND
QUIMEN
SHIEN
FJASA
VAAGEL
DAASEN
AALDEM
EBEIN
VOLD
GELDEHEIM
PETHWYS
LERIEL
TAWHEIN
LORKIN
SHESE
ARONE
NETHOM
GWAERYN
NORON

Orbaalese clans are constantly squabbling and fighting among themselves, each going their own way with very little interference from the king; his only real claim to the crown is that he has the biggest and most powerful domain. Ninety percent of the population is still Jarin, most serving as slaves and thralls (serfs) to their Ivinian masters, although a few still hold land. This "racial" stratification has led to serious tensions in Orbaalese society and there have been several Jarin rebellions which were put down only with considerable bloodshed. The landholding Jarin are a significant divisive faction, promoting unrest, some still plotting the expulsion of the hated "barbarians" from their native soil.

| DOMAIN | CLAN | DOMAIN | CLAN |
|---|---|---|---|
| **Geldeheim** | **Taareskeld** | **Marby** | **Serewy** |
| Ebein | Gydasael | Antir | Fyrdael |
| Fjaga | Staeld | Asax | Atejaal |
| Shien | Hammarkel | **Pled** | **Storzand** |
| xTawheim | Zwaiga | Pyberg | Algaar |
| Zynholm | Saargax | Thrand | Trajaka |
| **Arathel** | **Cyeen** | **Quimen** | **Crimson Dancer** |
| Pjagel | Baelinsen | | |
| Vold | Maaren | **Sherwyn** | **Sherwyn** |
| Wethom | Kyrodwe | Kjen | Ekkart |
| **Keiren** | **Galbart** | Thoen | Mordauk |
| Hjael | Erlanger | **Tandir** | **Verakaar** |
| Teryff | Sirajud | Gyfyn | Djagg |
| Utera | Laksit | Quiam | Burgastau |
| **Leriel*** | **Marwyn** | **Vaagel** | **Karolaan** |
| Gwaeryn* | Aeryn | Aaldem | Taaresaar |
| Pethwys* | Weymyss | Daasen | Daasen |
| **Lorkin** | **Geldestaar** | **Zuden** | **Ruindael** |
| Arone | Hulthard | Mul | Gurtak |
| Shese | Haidaar | Thursa | Sardosk |

* Jarin Held

At its base, Orbaalese society is essentially the same as that of the rest of Hârn. Scattered around the major settlements are dozens of small villages, many of them fortified, and all governed by relatives or trusted retainers of the great clan. Most of the land is worked by Jarin thralls.

The rural settlements owe tribute to the ruling great clan of a nearby keep or castle. At these settlements, there will likely be a number of clans who may not hold any land at all. These will have their own economic specialities and will enjoy monopolistic rights over their activities; these are the Orbaalese equivalent of guilds. Young men and women who wish to undertake an occupation not practiced by their own clans, may be adopted by another clan in an elaborate ceremony.

Women marry out of clan and command high bride prices, so high that many men are unable to marry. One of the inevitable results of this is that many of the young men venture forth to seek their fortunes in foreign lands; money earned in this way is their own property and may be used to purchase brides. A clansman who serves the clan with distinction is often rewarded with a purchased bride, but most will not wait on the generosity of the Thrangaad. Only about half those who emigrate return to their homeland..

All Ivinian males are trained in arms but the Jarin thralls are forbidden any weapons. The noble clans generally maintain a standing army of their own members and of warriors received as tribute from tributary clans.

The Ivinians are best known for their piracy, a tradition which all coastal peoples in northwestern Lythia have come to dread. In hard economic times, various clans take to the sea in their dragonships and go viking, that is raiding and pillaging coastal villages and towns. The golden age of viking may have passed, yet recent attempts to sack Thay were a potent reminder that the mercenary seapower of Ivinian clansmen is still to be feared.

There have been three Orbaalese kings since 686, all members of clan Taareskeld of Geldeheim:

| | |
|---|---|
| Hagined | 686-692 |
| Alegar I | 692-714 |
| Alegar II | 714- |

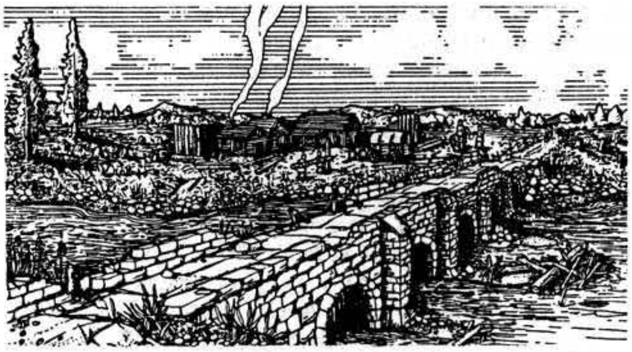
King Alegar II faces considerable problems ruling his fractious realm. Both the Ivinians and Jarin are freedom-loving, rowdy, and rebellious. And the Ivinian kingdoms of Rogna, Menglana, and Seldenbaal all regard Orbaal as a colony and periodically demand tribute, although none has been given for many years.

### OSEL, River [J6+]

The longest tributary of the Kald River. The Osel rises in the southern end of the Sorkin Mountains and flows generally northwest to join with the Kald 18 leagues downstream from the city of Tashal. The Osel is the effective southern boundary of the Kingdom of Kaldor, although the kingdom claims a large territory south of the river known as Oselmarch, territory that is also claimed by Chybisa, and the resident *Pagaelin* tribes.

### OSELBRIDGE [K6]

An old stone bridge on the Genin Trail, thought to have been built by Orsin, King of Pagostra, before this kingdom was absorbed into Kaldor in 184 TR. It is the only crossing of the Osel River. Ownership of the bridge has been in dispute for centuries, the north bank being within the Kingdom of Kaldor, the south bank claimed by both Kaldor and Chybisa. The bridge has been held from time to time by local Pagaelin tribesmen, Kaldor, and Chybisa, but none have established real authority here. The Mercantyler's Guild runs a trading post at the north end of the bridge, and has ambitious plans to expand the post



into another Trobridge Inn. The site is also a favorite rendezvous for tribesmen, adventurers, brigands and riff-raff. The Warden of Oselmarch (Baron Firith of Kobing) would like to build a keep at Oselbridge, but the approval of King Miginath has so far been withheld.

**OSTENOR, Keep [F7]**

Realm: Tharda Holder: Ostenor Cohort (4c)
Population: 675 From: Coranan Legion

Ostenor Keep is a relatively modern structure dating from 642. It replaced an imperial fortress that had been built in 413 on the site of an old Corani settlement. This fort was destroyed during the Balshan Jihad. There are numerous barrow graves and stone cairns in the vicinity. Locals claim that the shades of Corani warriors can be seen to march through the town on the night of Navek 30. Attempting to witness this phenomenon is deemed to be the greatest of follies. The district legar is Rolur Onaxis, a friend of the powerful Nordakas from Telen. The commander of the Ostenor Cohort's four companies is Harmon Kainel, one of the leading candidates for appointment as Warden of Coranan.

**OSTLERS' Guild**

These guildsmen have a monopoly over the breeding, care, and sale of horses. A master ostler will be an expert stablemaster, tackmaker, horse-vetinarian, and breeder. Shoeing of horses is also done by ostlers, using shoes bought from metalsmiths. Any competent ostler is highly respected and well paid. Most freemasters work in partnership with, or are bonded to, an innkeeper. Noble households find a bonded ostler indispensable. There will invariably be a fenced Ostlers' Common outside each town where horses are grazed. Individual ostlers may also own private pastures near their stable yards. A charge of 1d will usually stable one horse overnight, including feed.

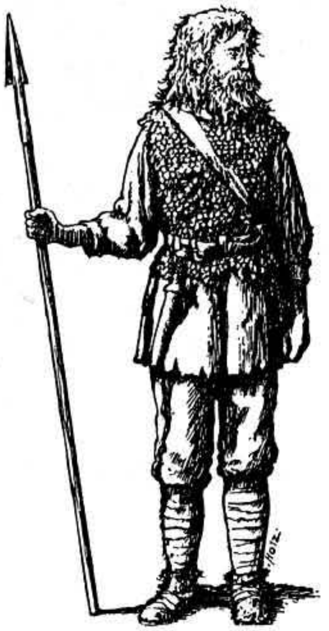
**OVIEN, River [I3+]**

A major tributary of the Anoth River, the Ovien is fed by the snows of Mount Wynan, Hârn's highest peak. The river flows swiftly northwards from the Felsha Mountains, plunging through rapids and crossing Nuthela to join with the Anoth. The Fur Road crosses the Ovien at a ford likely to be guarded by a troublemaker or two.

# P

**PAGAELIN, The**

The nomadic tribal nation dwelling roughly between the Osel River and Setha Heath. There are approximately 120 tribes of 60-240 members. Women are respected, but are deemed inferior. Many tribes are mounted on ponies and horses, but despite their warlike nature, the Pagaelin are no match for the knights of Kaldor or Chybisa. The tribes occasionally raid their more civilized neighbors and fight incessantly among themselves. When the tribes are united under one strong leader, they have been known to attack the outlying settlements of Kaldor and Chybisa. Seven or eight of the tribes are inclined to raid traffic on the Genin Trail and especially to ambush caravans, or collect tolls at Oselbridge. They are armed with a combination of home-made weapons; mostly bows, spears, axes, and captured swords, shields, and armour. The Pagaelin are heavily under the influence of a heretical Navehan sect based at Bejist.



**PAI-GARDITH, Order of**

A minor, obscure, clerical Ilvirian sect which operates the temple to Ilvir in Golotha. The order has few adherents, and is involved procuring *Ivashu* for the Pamesani games.

**PAMESANI, The**

The games held each Yaelah and Yaelmor in the cities of Golotha, Coranan, and Shiran. The games are organized by the Agrikan clerical order, *Octagonal Pit,* and are frequented by a wide cross-section of spectators. Originally started as quasi-chivalrous combats between champions of minor factions, a sort of public dueling, over the past century the games have grown more violent and perverted. Popular events include female slaves, bound and helpless, being "raped" by a variety of wild beasts; quartering contests to see which horse-team can pull hapless captives into the most equal of parts; and torch-carrying races where the victor has the honor of setting alight a bonfire atop of which is chained the last to finish. In short, under the careful management of the priests of Agrik, few acts of depravity are left undone in the name of entertainment. Admission ranges from 1-12d. There are few empty seats.

**PARIOS, Keep [M7]**

Realm: Melderyn Holder: Constable
Population: 325 Liege: Earl of Harden

Parios was a tribal settlement first fortified during the expansion of the Kingdom of Elorinar in the late second century. There are several large barrows in nearby Korin Downs thought to be the graves of ancient chieftains. The constable of Parios is Sir Molkin Ematha. He is a tough and unimaginative man of fifty who is unswervingly loyal to the Earl of Harden.

**PARNAM, Keep [M7]**

Realm: Melderyn Holder: Constable
Population: 355 Liege: Earl of Gythrun

Parnam was built in 423 on the ruins of what is generally believed to have been an abandoned tribal settlement. Since 630 Parnam has been held by earls of Gythrun. The present constable is Sir Denyl Lakner, 65, a knight who holds a local manor in his own name.

**PARNAN, Castle [G6]**

Realm: Tharda Holder: Kom Legion
Population: 825 From: Thardic Senate

Parnan is the district and provincial capital of Kom Province in the Thardic Republic. The castle was built on the site of an ancient tribal hillfort during the Corani Empire. It was the capital of the old Federation of Kom, annexed by the Thardic League in 654. Today, Parnan is the headquarters of the Kom Legion which has a strength of fourteen companies, four based here, four at Dumon, and six at Stimos. The Marshal is Senator Xeldon Pesed, thirty five, clanhead of the province's most powerful family. He is humorless, conscientious, and in the words of one senatorial wit "very unkomly". Xeldon trusts few men and has made the Kom Legion something of a private army by ensuring that all cohort commanders are his own relatives; the commander of Parnan's four companies is his younger brother, Klodel Pesed. The Magistrate's post has, since Ilvin 719, been haggled over in the senate. The primary contender for the post is Sadar Calasain, but his clan are ancient enemies of the Peseds and they have successfully blocked his appointment in the senate.

**PATREL [L9]**

The tribal moot of the Hodiri. Every year, in early spring, the entire Hodiri nation gathers here for about three weeks to trade goods, news, and women. Tribesmen also meet spontaneously at Patrel throughout the year for it is considered a sanctuary where all are safe from attack.

**PAZEL [L4]**

A Gargun cave-complex inhabited by Gargu-hyeka.

**PECH, River [F6]**

A river rising in the southeast Rayesha Mountains, flowing south and then east over rapids and falls, before draining into Lake Benath. The river is used to transport iron ore from the mines at Hikun to Stimos.

**PEDEN, Keep [F6]**

Realm: Tharda Holder: Peden Cohort (4c)
Population: 780 From: Shiran Legion

Peden was a Shira tribal fortification built in the futile hope of preventing Corani expansion. The emperor Arosta captured it with ease and built the present keep with tribal slave labor. The district legar is Julwyne Luridel, a corrupt if competent administrator. The commander of the Peden Cohort's four companies is Grandel Khonary.

**PELIRYN, River [G3]**

A river in Himod formed by the joining of the Weben and Foy. The river valley is jealously guarded by the fierce and independent Ymodi peoples.

**PEMETTA, River [E4]**

A river formed by the confluence of the Uthel and Suthen Rivers, flowing into the Sea of Tirpal. The river is considered to be the border between Equeth and Peran.

**PENDETH, Keep [K5]**

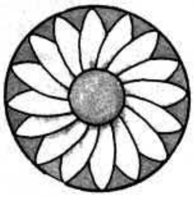
Realm: Kaldor Holder: Constable
Population: 370 Liege: Earl of Gardiren

A fief in Vemionshire, held by a constable for Earl Curo of Gardiren. The keep was built in 504. The constable, Sir Garath of Ruseller, is a drunkard. His son, Taran, is the de-facto constable and he is barely competent.

**PENULTIMATE TOME, The**

A mythical book said to contain the secrets of the Earthmasters. Since no evidence of their written language has ever been found, the Penultimate Tome may not be of Earthmaster origin, and may not exist at all. Despite this, Lothrim's search for it led to the Carnage of Kiraz. The term is now most used to describe whatever tome was buried in Lothrim's Tomb

**PEONI**



*"The Restorer and Bringer of Life,*
*Maker of Balms,*
*Lady of Truth,*
*Daughter of White Virtue,*
*Guardian of the Meek,*
*Lady of the Ripe Harvest,*
*Confidant of Lovers*
*Chaste Lady of Honest Love."*

Peoni is the most popular deity among the peasantry. She is the patron Goddess of healing and agriculture, the poor and lovers. She requires of her adherents a strict moral code of gentleness and kindness to others, but is forgiving of those who transgress. She is most often represented as a young girl with gentle hands worn red from hard work. Peoni is symbolized by any of several spring flowers or the fruits of agriculture. It is said that she prefers white flowers and the daisy is her favorite.

The countryside is dotted with peasant-made shrines to Peoni; where clerics find shelter and warm hospitality. The clerics are divided into two, celibate orders, the *Balm of Joy* (female), and the *Irreproachable Order* (male). The orders have separate temples. The primate of Peoni for Hârn is the grandmistress of the female order; her seat is in Thay.

The Church of Peoni is always verging on bankruptcy, since most of the wealth, gathered mainly through donations, is distributed among the poor. Large temples have houses of healing on the grounds, open to anyone of pure heart; patients pay according to their means. The clerics will most often be found among the poor and sick, blessing their labors and easing their tasks with boundless comfort.

The clerics of Peoni change their grab with the season. They wear white in the winter, green in spring, beige in summer, and yellow in autumn. While Peoni is swift to forgive laymen, strict morals are required from her clerics.

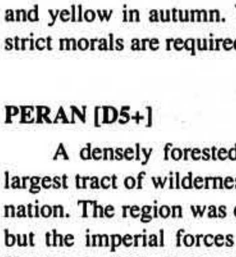
### PERAN [D5+]

A densely forested region of northwest Hârn. This is the largest tract of wilderness on Hârn and the range of the *Kubora* nation. The region was once loosely held by the Corani Empire, but the imperial forces were driven out after the massacre of Kustan in 477. Peran barbarians, led by Arlun, known as the Barbarian, conquered northwest Tharda and founded the Kingdom of Rethem in 635. When Arlun died, the Kubora federation collapsed and they withdrew once again, squabbling, to Peran.

### PERATH, River [D5,C5]

A river rising in the central highlands of Peran and flowing southwest into the Gulf of Pendos. The river is little used except by Rethemi seamen trading with the Kubora.

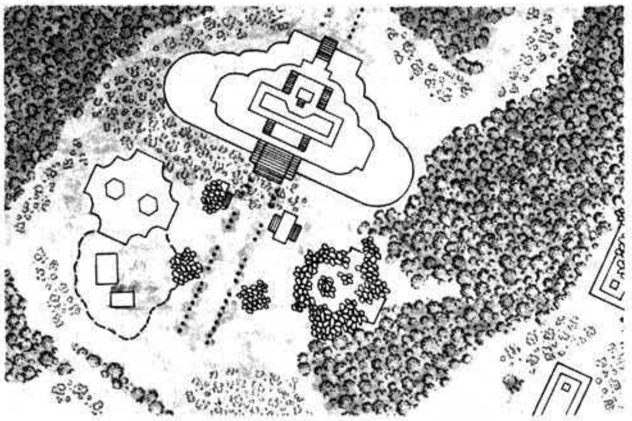
### PERFUMERS' Guild



A guildsman involved with the manufacture and sale of soap, perfume, incense, and similar products. Some temples have a special dispensation to make such products themselves, but most buy from local perfumers. The guild is highly secretive about its arts. The perfumers of the City of Shiran are famous for their subtle essences, which are widely exported.

### PESINO [H7]

A site of Earthmaster origin, located in the western Shava Forest, within the borders of Evael. The Sindarin, who have explored the site extensively, found the Earthmaster artifacts there to be of alarming potency; some were removed. The site has been sealed by elven enchantments and is watched by the Sindarin. Intruders will be taken captive and interviewed. Those found "moral" will be escorted to the frontier and advised never to return. Those found "evil" will have all memories of Pesino erased; they will experience a feeling of extreme revulsion if they ever attempt to return to Evael.



***Pyramid of the Godstone - Pesino***

### PETHWYS, Keep [H2]

Realm: Orbaal
Holder Clan Weymyss
Population: 450
Tribute: Prince of Leriel

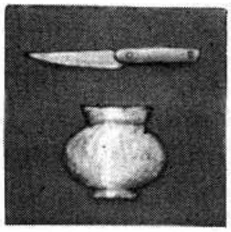
Built in 461, Pethwys is one of three major settlements still held by Jarin lords. Felan Weymyss is forty one, and given to fits of sullen moodiness. His younger sister, Mythyl, was married to King Alegar II as an assurance of peace in 712, but died under suspicious circumstances in 719. Felan believes, with cause, that her death was plotted by Bryna Telthaal, Alegar's newest wife. Felan is contemplating revenge which may precipitate a second Jarin Revolt.

### PHIRA, Keep [E7]

Realm: Rethem
Holder: Constable
Population: 275
Liege: Earl of Techen

A fief in Zabinshire, Phira was built in 592 by a notorious brigand, Hargar, on the ruins of an old Corani Empire river fort. Captured by Arlun the Barbarian in 638, Phira was a royal keep until Nemiran granted it to the Earl of Techen in 675. The constable is Sir Dernik Webstal, a third cousin of the earl.

### PHYSICIANS, Society of



The society of physicians is a loosely organized body with a wide variation in expertise among its masters. Some are incompetent quacks (but cheap) others are very skilled and quite expensive. A freemaster physician can take on as many apprentices as he wishes with little or no reference to the guild. Little effort is made to maintain any standards, although a physician who maims or kills too many people will experience severe difficulties staying alive.. There are no journeymen, nor are there bonded masters in any real sense; physicians may operate as freemasters or under contract to an employer as they deem appropriate. Many physicians are associated with the church of Peoni, and it is widely believed that they dabble in magic -- some do.

Most physicians confine their talents to the treatment of minor ailments. Fees charged vary dramatically with the skill and reputation of a physician, but would typically range from 3d for minor "first aid" to sums in excess of 240d for major surgery. Medicines (provided by the Apothecaries Guild) and hospital services (rare) may double or triple their fees.

**PILLAR OF FIRE, Order of the**

The male, clerical sect of the church of Agrik which sponsors the fighting-order, *Roving Doom*. The order's only temple, with most of the members inside, was razed in 717 during a "misunderstanding" with the Agrikan primate, Klyrdes of Bisidril. No more than a few dozen priests of the order survived, and only then by fleeing. Their temple, perhaps covern is a better word, now moves secretly from one place to another. Priests of the order never reveal their allegiance to outsiders and will attempt to kill anyone who learns of their identity or the temple's current location. The order intends to assassinate the primate at the first opportunity. It is generally accepted that the order, like other Agrikan sects, was plotting to seize the primacy when it was purged. Their sponsored fighting-order have not given a high degree of loyalty since the crisis.

**PILOTS' Guild**

Pilots are navigators who direct ships from one port to another. While the captain decides on the destination, it is the pilot who actually navigates the vessel, decides how much sail to use, calculates positions, and lays courses. All seagoing vessels over 30 feet in length, except for locally registered fishing vessels, and Ivinian vessels which have somewhat different requirements, are required to carry master pilots.

Salls
Soulnor
Pith

Every master pilot compiles a private rutter, a book that contains his accumulated knowledge of the sea.. This item is carefully guarded for its loss could easily bring disaster. The unauthorized possession of a rutter may carry the death penalty, but their high value is an enormous temptation to thieves. A sizable reward is available for turning in a lost rutter at any Pilots' Guildhall.

Master pilots have wide discretion with regard to taking on apprentices. Most apprentices are former seamen who have demonstrated an aptitude for learning. Apprenticeship generally takes nine years - the longest of any guild. There are no journeymen. For detailed information on piloting and ships see our module *Pilots' Almanac*.

**PINIDE, Keep [E8]**

Realm: Kanday
Population: 390
Holder: Baron Tertimas
Liege: King of Kanday

A fief in Urienshire, held directly from the king. It was built in 424 as a royal residence by the dissolute King Chernae of Aleathia. In 629 Ottan Tertimas became one of the first petty rulers in the Eryn valley to swear fealty to Andasin II. Clan Tertimas have traditionally been strong supporters of the house of Kand. It is sometimes said that *"When the King's dog growls the Barons of Pinide bark"*. The present baron is Stennis Tertimas, a fleshy fifty one year old, whose bluff manner masks a sophisticated mind.

**PJAGEL, Keep [G2]**

Realm: Orbaal
Population: 140
Holder: Clan Baelinsen
Tribute: Lord of Arathel

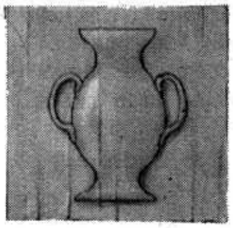
Built in 602 by a Jarin lord, Pjagel was captured by the Ivinians in 675. Skudrin Baelinsen is twenty two and drinks more than is wise. He is fond of wenching and has taken many Jarin women to his bed against their will. Many of his subjects are bitterly angry at this behavior. Clan Baelinsen are a junior branch of clan Baelin from Menglana.

**PLED, Castle [H1]**

Realm: Orbaal
Population: 160
Holder: Clan Storzand
Tribute: King of Orbaal

A motte and bailey castle built by the Jarin in 596, Pled was captured by the Ivinians in 665. Knurri Storzand is a stubborn and brutal man of forty. The Storzands are a junior branch of clan Storzar, the current royal clan of the Ivinian kingdom of Menglana. Their kinfolk are presently facing attack from Ibanvaal and sent an appeal for aid to clan Storzand last year. Any likelihood of help being sent to Ivinia is lessened by the ongoing feud between clans Storzand and Karolaan. This began in 716 when Usrin, one of Knurri's young sons, was crippled in a hunting accident while visiting the Karolaan hold of Vaagel. Although the Karolaans have offered mangeld (compensation) Knurri presses the feud. Pled receives tribute from Pyberg and Thrand.

**POTTERS' Guild**



The guild with a monopoly over the manufacture and sale of ceramics. They buy clay and other materials to produce pots, vases, urns, jars, and any number of similar artifacts. The master potters of Thay and Coranan are noted for their skill and artistry.

**PRADEYALKRI, The**

Any of the deities, demons, demigods, giants, ogres and other monsters who ruled Ivinia before the god Sarajin established dominion. Some pradeyalkri, notably Usnarl, Njehu, and Jarlak, aided Sarajin and were allowed to serve him after his triumph. The others who survived the Sarajinian conquest fled to all parts of the world, and rarely admit their origin. The lord of Noron's Keep, the Riddlemaster of Anrist Point, and Uvien of Barsothe Falls are almost certainly of that ilk. Noron periodically visits both of the other two.

**PRYEH, The**

The collective term for an unknown number of Gargun bands of Gargu-araki dwelling west of Elkall-Anuz. The bands are often fighting their neighbors and interloping Gargu-hyeka from the Felsha Mountains.

**PUJET [G3]**

A Gargun cave-complex in western Orbaal. Pujet is inhabited by Gargu-kyani and is a colony of Amekt.

**PYBERG, Keep [H1]**

Realm: Orbaal Holder: Clan Algaar
Population: 130 Tribute: Lord of Pled

Built in 584 by the Jarin, Pyberg was captured by the Ivinians in 657. Tuzrin Algaar is forty four. For the last two years he has been troubled by cataracts and is steadily losing his sight. This fact has made him irritable, short tempered, and prone to fits of morbid depression. His younger brother Vjaldin is fomenting discord in the Algaar thrangaad in an attempt to replace him. Clan Algaar is a branch of the clan of the same name from the Ivinian kingdom of Menglana.

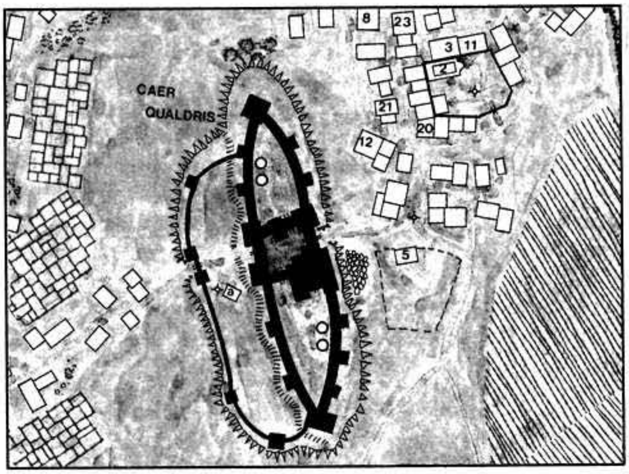
**PYXYN [L4]**

A Gargun cave complex of Gargu-khanu in the Sorkin Mountains constantly at war with Azadmere. There is also a sizeable slave population of Gargu-hyeka within.

# Q

**QUALDRIS, Castle [K6]**

Realm: Kaldor Holder: Earl of Osel
Population: 610 Liege: King of Kaldor



The principal seat of Earl Meleken, who also holds Heru keep and receives fealty from the Baron of Nubeth. Built in 140 as a keep, the castle dates from 378 when Fierth the Usurper made it his primary seat. Qualdris is home to the notorious `bloody tapestry', a representation of the wife of the third earl who was reputedly murdered by her son. On the anniversary of her death the tapestry has been seen to take on a faint reddish tinge. Sedris Meleken, a man of renowned honor, is currently away from the settlement in search of a murderer. He left early in 719 and his estates are competently managed by his wife Thilisa.

**QUERINA, Keep [K5]**

Realm: Kaldor Holder: Sheriff of Semeth
Population: 455 Liege: King of Kaldor

A royal keep and the moot of Semethshire, Querina was built in 640 by Haldan the Younger, king of Kaldor and son of the founder of the Elendsa dynasty. The Sheriff, Sir Conwan Elendsa, is a nephew of King Miginath. His father, Brandis Elendsa, was a younger brother of King Miginath. Conwan has a claim to the throne of Kaldor and the power and ability to press it should he so desire.

**QUIAM, Keep [G2]**

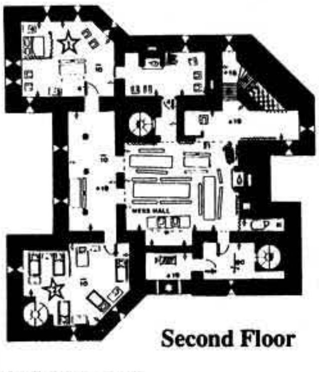
Realm: Orbaal Holder: Clan Burgastau
Population: 80 Tribute: Lord of Tandir

Built in 549, Quiam was captured by the Ivinians in 663. Hudraas Burgastau, 25, is the youngest valhakar of the Orbaalese great clans. He is a skilled warrior and loves nothing better than viking. He is presently contemplating a major raid against western Hârn.

### QUIMEN, Keep [H1]

| | |
|---|---|
| Realm: Orbaal | Holder: Crimson Dancer |
| Population: 115 | Tribute: King of Orbaal |

The only orderial fief in Orbaal, held by the female Agrikan fighting-order, *Crimson Dancer.* Quimen was a Jarin keep until 701 when it was seized by the order with the complicity of King Alegar I. The brutal methods used by these violent women to subdue opposition sparked the Jarin Rebellion. The Grandmistress of the order is Baliela Shernath. She is fifty three, a merciless survivor of temple intrigue. Her Jarin serfs at Quimen are among the most oppressed in Orbaal. The walls of the keep are often decorated with Jarin "examples".



Second Floor

### QUISO, Keep [D6]

| | |
|---|---|
| Realm: Rethem | Holder: Baron Yonan |
| Population: 290 | Liege: Earl of Tormau |

Quiso was built in 597 by Clan Lynnaeus of Tormau. The barony was created in 675 and granted to Tuboth Yonan, a cousin of the Earl of Tormau. Bothal Yonan, the present baron, combines a sophisticated love of music, art, and drama, with a sadist's taste for violence and brutality. Bothal is loyal to his liege, but the earl privately views him as faintly disgusting.

### QUIVUM, Keep [E7]

| | |
|---|---|
| Realm: Kanday | Holder: Sheriff of Norea |
| Population: 295 | Liege: King of Kanday |

A royal keep and shire moot, Quivum was built in 448 during the Corani Empire to ensure that the provisions of the peace treaty between Aleathia and the Empire were met. In 622 Quivum was the first major fortification captured by the order of the *Checkered Shield,* and served as its headquarters until 695 when they were transferred to Menekod. The Sheriff of Norea is Tamys Bakyth, the Laranian Bishop of Perinore.

### QUSTE, Keep [D6]

| | |
|---|---|
| Realm: Rethem | Holder: Baron Uldseth |
| Population: 285 | Liege: Earl of Tormau |

Quste was built in 573 during the Theocracy of Tekhos. In 635 it was seized by Arlun the Barbarian during his conquest of Rethem. In 672 Nemiran granted Quste to the Earl of Tormau to make peace with the earl. The Earl of Tormau created the barony by granting the title to a distant relative, Subla of Uldseth, now 57. This was done without royal consent, one of many points of friction between the king and the Earl of Tormau.

### QUSTUP [G4]

A Gargun colony of Gargu-hyeka.

# R

### RACYN, Keep [M9]

| | |
|---|---|
| Realm: Melderyn | Holder: Sheriff of Biren |
| Population: 280 | Liege: King of Melderyn |

The shire moot of Birenshire, Racyn was built in 624 and controls the Nuem River. It has been the shire moot since the Shires Edict of 630. Sir Brynet Mery, the present Sheriff, was appointed in 716. Sir Brynet is a humorless man in his mid-thirties. Although he is a pious Laranian, he despises the actions in Solora of the fighting order, the Lady of Paladins. In 719 he found two knights of the order guilty of manslaughter for killing a Solori tribesman, an action which has not exactly endeared him to the order.

### RAMALA GAP [G7+]

A fairly flat, heavily forested region between the Mimea Hills and Athul. The gap is crossed by the *Salt Route.* and is sporadically patrolled by the Ramala Legion; travellers are more likely to encounter the warlike Tulwyn than anyone else. The Battle of Ramala Gap, ending the Salt War between Kaldor and the Thardic League, was fought here in 673.

### RAMERE, Keep [M7]

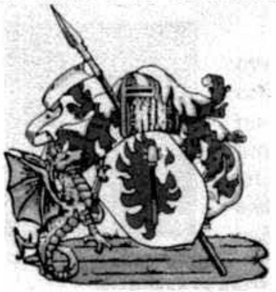
| | |
|---|---|
| Realm: Melderyn | Holder: Baron Erdarta |
| Population: 290 | Liege: Earl of Gythrun |

Ramere seems to have been fortified as early as the seventh century BT and may have been built by the Jarin as a defense against Lythian invaders. The kingdom of Elorinar fortified the site to guard the ford on the Horka. This ford is only passable in the late summer when the river is low, and even then, prudent folk take a boat. The present keep was built in 485, replacing an earlier wooden structure. The forty six year old baron is actively clearing land to expand his holdings westwards. This activity has been approved by the Sheriff of Elorin (presumably with the king's permission) but is viewed with dismay by the neighboring Bujoc tribes.

### RAYESHA Mountains [G4+]

A majestic range of mountains running north of Lake Benath. The dividing line between the Rayeshas and the Felshas is considered to be the high pass between Mounts Jobus and Obew. The Rayeshas have six peaks above 6,000 feet. Mt. Niphel (8595') is the highest peak, a sacred mountain to the Ymodi tribesmen of Himod, and one of several sites favored as the location of *Lahr-Darin.* The mountains are rich in minerals and are the site of many abandoned and working silver and gold mines, notably Iracu and Izora. But mining ventures are risky because the indigenous inhabitants of the mountains are mostly Gargun.

### RED SHADOWS OF HERPA, Order of the



The Agrikan fighting-order sponsored by the clerical order, *Herpa the Mace*. The order holds the Rethemi castle of Menekai and champions a "holy" crusade against the rest of Hârn. The order was granted its lands in 681 by King Nemiran. In 708, it sent a force across the Gomisen and seized Themeson keep from the Thardic Republic. However, when a faction broke away to become the *Order of the Cohorts of Gashang* in 714, Themeson was lost to the rebels. The Red Shadows are currently undertaking a long-term campaign to exterminate the Kubora tribesmen of southeastern Peran. The order supports Chafin III who is seen as a leader who might be able to unify Rethem and lead the crusade they favor.

### RENDA, Cape [M6]

A prominent headland northwest of Thay. The hilly point overlooks extensive reefs known as the Renda Rocks, an infamous graveyard for unwary seafarers. In the late summer of 707, an Orbaalese invasion fleet intent on conquering Thay met with disaster here. While rounding Cape Renda, a freak storm arose which sunk many ships, cast others on rocks, and scattered the remainder. Many believe the Cape Renda disaster was intervention by some god, or by Melderyn.

### RETHEM [D6+]

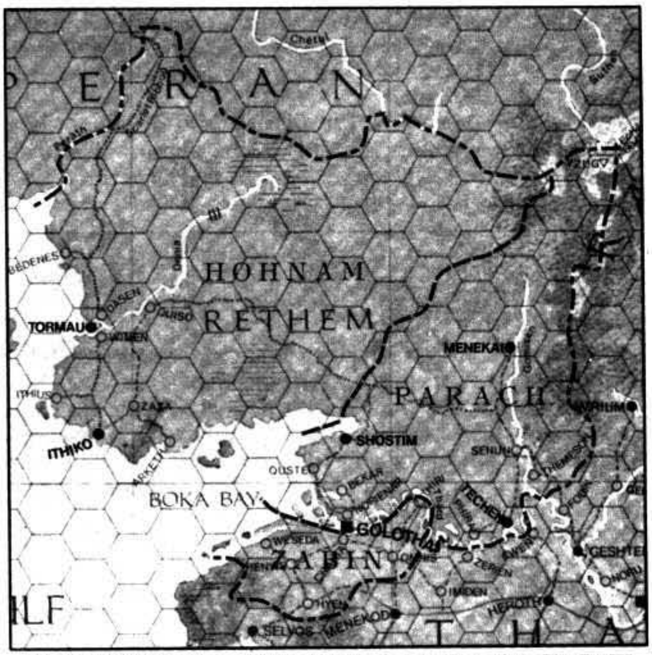
A region in western Hârn, north of the Thard and west of the Gomisen rivers. Rethem was a province of the Corani Empire, and was the cradle of the Balshan Jihad. The region is now the site of the Kingdom of Rethem.

### RETHEM, Kingdom of

A feudal kingdom in western Hârn, founded in 635 by Arlun the Barbarian, and ruled by King Chafin III from his seat in Shostim. Rethem has a violent history and is Hârn's most unstable, treacherous, and dangerous state. Only lip-service is paid to the institutions of fealty and honor, for Rethemi politics are a maelstrom of intrigue and assassination. The largest settlement is Golotha, nominally a chartered freetown, but in reality an urban blight ruled by a theocratic and repressive council. Rethem has been ruled by the following kings:

| | | | |
|---|---|---|---|
| Arlun | 635-656 | Kabe | 689-692 |
| Obras | 656-672 | Chafin I | 692-703 |
| Nemiran | 672-681 | Chafin II | 703-715 |
| Puril | 681-689 | Chafin III | 715-. |

Rethemi kings, plagued with chronic disunity that sometimes verged on anarchy, have never enjoyed popular support. When Chafin II died in 715, a covert power struggle ensued among his relatives. The ruthless cousin who emerged the victor took the name Chafin III. In the first four years of his reign, by various means, the new king has managed to reaffirm the fealty of the earls of Ithiko and Techen, as well as the orders of the Warriors of Mameka, Companions of Roving Doom, and the Red Shadows of Herpa. The powerful and rebellious Earl of Tormau has his own ambitions, but many believe that Chafin III, a man of considerable ambition and competence will, if he lives long enough, unite Rethem under his iron fist and redress the "wrongs" suffered at the hands of hated Kanday.



| FIEF | HOLDER | FIEF | HOLDER |
|---|---|---|---|
| **Shostim** | **King Chafin III** | **Ithiko** | **Earl Barzak** |
| Arketh | Roving Doom | Zaza | Baron Paque |
| Bedenes | Warriors of Mameka | **Techen** | **Earl Lenesque** |
| Bekar | Baron Orgatt | Omnis | Baron Sayorsaxe |
| Chakta | (Sheriff of Zabin) | Phira | (Constable) |
| Hyen | Copper Hook | Senun | (Constable) |
| Menekai | Red Shadows Herpa | Thiri | Baron Risalsin |
| Norienar | (Constable) | **Tormau** | **Earl Lynnaeus** |
| Themeson | Cohorts of Gashang | Dasen | (Constable) |
| Winen | (Sheriff of Hohnam) | Henwe | Baron Pozen |
| | | Ithius | (Constable) |
| Golotha | Freetown | Quiso | Baron Yonan |
| | (Royal Charter) | Quste | Baron Uldseth |
| | | Weseda | (Constable) |

### RIDOW [H10]

A sunken city, possibly of earthmaster origin, unknown to Hârnians. Ridow is totally submerged in twenty fathoms of water. During very low tides, a cave is revealed on the south shore of the bay, framed by a graceful white archway of polished stone. Those who pass through the portal will find a magnificent stairway which climbs about fifty feet to enter a vast chamber, clearly not of natural origin. At one end of the chamber is a tunnel which descends gradually for about two leagues. At its terminus lies Ridow, a beautiful city of white stone, enclosed in a shimmering translucent dome, through which can be observed the water and marine life of Ridow Bay. The city is circular, symmetrical, and generally laid out in the form of a spoked wheel one quarter league in diameter. There are great pointed arches and magnificent towers throughout the city which give an illusion of improbable height and all the buildings seem to glow with an eerie phosphorescence. Many of the buildings have relief carvings of intricate design, some of which depict creatures that are half humanoid and half dolphin, but the city appears to be uninhabited.

### ROVING DOOM, The Companions of

An Agrikan fighting-order sponsored by the clerical order,*Pillar of Fire*. The order was established in 604 during the Interregnum and helped Arlun the Barbarian establish the Kingdom of Rethem. The order's house is Arketh, where knights of the order sally forth to commit acts of brutality and intimidation. Rethemi kings have traditionally employed them to "lean on trouble-makers", enchanted, no doubt, by their efficiency.

### RUTHUBA, The

An assortment of Gargu-arak bands living southeast of Tontury Lake. Some of the bands hunt in the Ilmen Marsh where they are wont to intimidate and steal from the *Ilme*.

### RYDEQUELYN, Order of

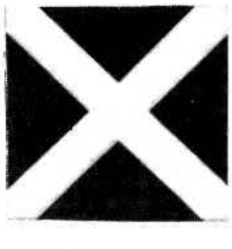
The most public of the three clerical orders of the church of Save-K'nor. This order stresses the comedic aspect of the deity, and is often called the *Order of the Fool,* although all of its clerics are far above the average Hârnian in intelligence. The chief temple is in Shiran; there is only one other, at Coranan.

# S

### SALT ROUTE, The [G7+]

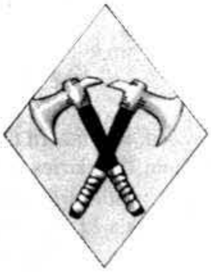
The trail running from Tashal to Coranan, so named because it was first used to transport salt from Tharda to Kaldor, although many other goods now move in both directions. Ninety percent of the traffic is carried by two great annual caravans, one in spring bearing salt and other goods from western Hârn to Tashal, and the other in early autumn conveying the products of eastern Hârn and Lythia to Coranan. At other times, smaller groups of merchants use the trail, but most are reluctant to risk the danger of tribes along the way. West of the Farin River the trail is sporadically patrolled by a few companies of the Ramala Legion. The trail east of Trobridge Inn is intermittently guarded by forces of the King of Kaldor. Neither state is able to exert as much control as the Kath, Chelni, and Tulwyn tribes.

### SALTERS' Guild



Salters have a monopoly in the retailing of salt, an essential mineral since it is the principal method of preserving food. A master salter will own a shop in town, where bulk salt can be purchased, and also a variety of pickled or salted foods. Mining of salt is done by the Miners' Guild, but it can only be sold to a master salter, who will mark it up for re-sale. In coastal regions, some salters have sought to circumvent other guild monopolies by producing sea-salt through evaporation of sea water in salt pans; the process is expensive and not very successful. Rock salt tastes better and is more in demand.

### SARAJIN



*"King of the Icy Wind,*
*Lord of the Perilous Quest,*
*Wielder and of the Blooded Axe,*
*Master of Frosty Climes,*
*The Gray Slayer."*

Sarajin is the god of battlelust. He favors those who love the sport of war, and takes great pleasure in watching and even participating in large battles. The only virtue universally admired among Sarajinians is courage. The noblest achievement of a Sarajinian is to die in heroic battle, and most try to live each day as if it were their last. Some value the Ljarl, a code of honor, but treachery is not unknown.

Sarajin most often appears as a giant, yellow-haired warrior dressed in leather and furs, bearing *Fakang,* his great double-bladed axe. He has many symbols including *Usnarl* the bear, *Jarlak* the wolf and *Njehu* the whale, all of whom are demigods. Inanimate symbols of Sarajin are a pair of crossed handaxes and his sled *Shalka.*

The deity dwells in his ice-castle home on Yashain in a land called *Talagaad.* Those who worship Sarajin and fall in battle (the righteous dead), come to Talagaad and spend each day in the valley below the castle, hacking and slaying each other 'till the snow runs red. At dusk, all retire within Talagaad, including those newly slain, for a long night of feasting and wenching. By dawn, all will be revitalized in this warrior's paradise to repeat the endless battle.

The worship of Sarajin was brought to Hârn by the Ivinians and is mainly worshiped in Orbaal. It is sometimes said that "they who follow the King of the Icy Wind worship death"; this may explain the failure of the religion to win many adherents among Hârnians not of Ivinian ancestry. Where Sarajinianism is followed, the religious needs of the community are handled by a single clan. The Ivinians tend to approach religion like any other business. It is a loosely organized religion, little interested in rituals or frills. Each clan may have a different interpretation of the truth, but all agree that courage, strength, and skill at arms are the cardinal virtues. Clerics of Sarajin have no particular mode of dress; most are warriors and will dress accordingly.

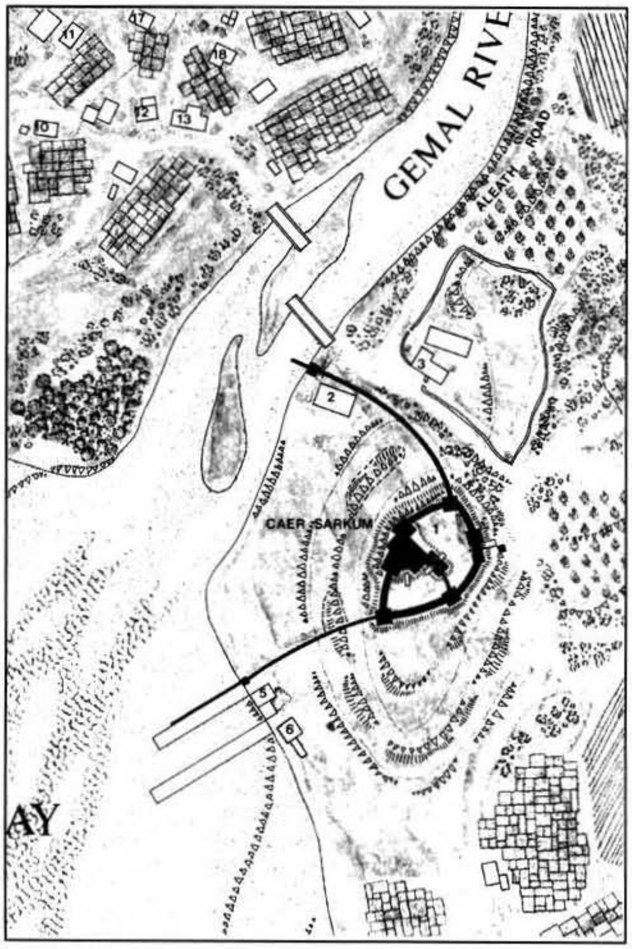
### SARKUM, Castle [D9]

Realm: Kanday
Holder: Earl of Sarkum
Population: 260
Liege: King of Kanday

The principal seat of Ranald Milaka, Earl of Sarkum. The original fortification was built by Gemalan tribes, independent allies of Aleathia before swearing fealty to King Calin in 384. The castle was built by Xuaka in 435. The traditional nobility survived the Theocracy, founding the Kingdom of Gemala in 596. Rethem invaded in 688, after which the deposed Gemalan king, Ranald Milaka, swore fealty as Earl of Sarkum to Andasin III of Kanday, and was rewarded with marriage to the king's younger daughter Mirelael in 689. The earl did not regain his seat until 692 when Sarkum surrendered to the Kandians.

In 694, Ranald's wife unexpectedly succeeded her assassinated sister, Queen Eriel. As the queen's consort, Ranald played an active role in rebuilding Kanday after Ezar's War until Mirelael died in 707. Ranald's eldest son then became Andasin IV at age 17, a weak king strongly influenced by his father.

Earl Milaka also holds Hebon Keep and receives fealty from the Barons of Cuton and Gimon. He is also the Sheriff of Eryna, holding Kedis. Ranald's other son, Prince Anaflas, the king's younger brother and the Sheriff of Imiden, will inherit the earldom, and perhaps the throne unless Andasin IV marries and provides another heir. Ranald is in excellent health at 58 and very active in the politics of Kanday. All of this has caused some jealousy among other Kandian lords, notably the Earl of Heroth.



### SAVE-K'NOR

*"Sage of the Gods,*
*Lord of Jesters, Puzzles, and Mazes,*
*Mixer of Potions and Elixirs,*
*Keeper of the Var-Hyvrak,*
*The Lost Guide."*

Save-K'nor is an intellectual snob who will not accept worshippers of less than high intelligence. He has a voracious appetite for knowledge and will go to great lengths to obtain mysterious scrolls and books; his adherents make frequent gifts of such esoterica. Save-K'nor most often appears to mortals as an aged sage, a beggar in rags, a minstrel, bard, skald, or jester. The religion is intellectually demanding and there are few adherents. Save-K'nor has several symbols, the most common being a blank scroll, a book (portrayed so that the script is illegible), a quill and inkpot, and *Uhla* (the black lantern).

Although its influence is subtle and discreet, the church wields considerable political power. Clerics and laymen of the religion are found in high offices throughout Hârn, particularly in Melderyn. Generally each temple is left to itself, being little more than a hostel for clerics. Three main clerical orders exist, in order of size: *Hyn-Aelori, Rydequelyn,* and *Shea-al-Aecor.* All three orders favor gray as their formal attire. High ranking members of the church (usually of the Shea-al-Aecor) bear emblems of office, most commonly a staff or lantern. The Hârnic primate is the grandmaster of the Shea-al-Aecor.

### SCARLET RIBBON, The [D5+]

The name of the trail from Dasen to Kustan. Blazed during the Corani Empire in the reign of Kobar the Eternal, it was the scene of frequent ambush (hence its name) by the local Kuboran tribes culminating in the massacre at Kustan in 477. The route is now used by traders, but is not a busy highway.

### SCRIPTS

Any language may be written in any script, and any script can convey any language. Three scripts are used on Hârn:

**Lakise**: the script brought to Hârn by human settlers from Lythia. Lakise is the principal form of writing on Hârn today and remains almost identical to that still used in western Lythia.

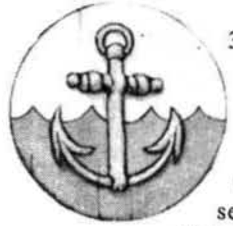
**Runic:** the angular, stone-carving script, originated by the Khuzdul and still used by them. The Ivinians also use Runic and claim it as their own invention. It is more likely that they learned Runic from dwarves in their own land. In any event, this script is common in Orbaal, and is known to many who have contact with the Khuzdul.

**Selenian**: the aesthetic, cursive script of the Sindarin. Its invention is credited to the demigod Sweldre.

### SEAFARER IBENIS, Order of

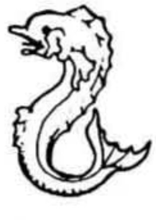
A clerical order of the Church of Ilvir based in Shiran. The order is badly organized, and their temple is crumbling into the Thard. The order organizes irregular water-borne pilgrimages to Araka-Kalai across Lake Benath, hence their name.

### SEAMANS' Guild

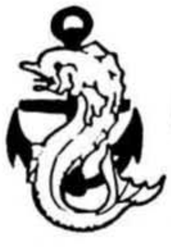


Anyone hiring seamen for a vessel over 30 feet in length must do so from the Seamans' Guild. If the guild cannot provide enough hands, unguilded labor may be hired on a temporary basis. The ranks of the guild are: deck boy (DB), ordinary seaman (OS), and able-bodied seaman (AB). Promotion to the next highest rank requires a minimum of two years *sea-time* in the current rank.

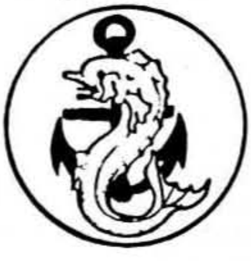
Because a seaman does not always serve on the same vessel throughout his career, when he is discharged from a ship the captain must report the details of his service to the local guildhall. When enough sea-time has been acquired for promotion, he will be promoted to the next highest rank at the discretion of guild officers. Seamen bear a tattoo on their left arm signifying guild rank, a design that can be easily modified as they progress through the ranks. Throughout western Lythia the guild has persuaded civil authorities to punish the bearing of a false tattoo with amputation of the offending limb.



**DB**



**OS**



**AB**

### SELENE, River [L5,K5]

A tributary of the Nephen river, rising in the Sorkin Mountains. The river is fordable at Nenda keep.

### SELVOS, Castle [D7]

| | |
|---|---|
| Realm: Kanday | Holder: Earl Chahryn |
| Population: 580 | Liege: King of Kanday |

The principal seat of the Earl of Selvos, located in Perishire. Built by the Corani Empire as a naval station and legionary fortress in 479, the castle was improved by Arlun the Barbarian following his annexation of the region in 651. In 681 it was granted to the Agrikan fighting-order *Copper Hook.* In 695 it was taken by Kandian armies during Ezar's War. The Earldom was created in 698 when Mirelael granted it to Grolis Chahryn. Grolis is nearly eighty and has all but abdicated his duties to his eldest son Temilin. The earl receives fealty from the Barons of Dunir and Zerien.

### SENUN, Keep [E6]

| | |
|---|---|
| Realm: Rethem | Holder: Constable |
| Population: 290 | Liege: Earl of Techen |

Senun was originally a Corani legion fortress that fell into decline during the Theocracy of Tekhos and the Interregnum. It was briefly claimed by the Coranan Republic, one of the partners in the Thardic League, but was seized by Arlun in 639. The constable is Sir Oglan of Kyme, a devout worshipper of Agrik, and a lay member of the *Red Shadows of Herpa.*

### SEPIRE, Keep [E8]

| | |
|---|---|
| Realm: Kanday | Holder: Baron Terhune |
| Population: 325 | Liege: Earl of Heroth |

This keep in Urienshire was built in 512 by the Corani Empire. Following the collapse of the Theocracy, Sepire was the center of the Kingdom of Homarty. In 688 Hamlyn Terhune was one of the first petty kings to swear fealty to Andasin III after the fall of Sarkum and Hebon to Rethem. He was granted the title of baron and made a vassal of the Earl of Heroth, an act which Hamlyn felt was slightly insulting. His son Kemas, the present baron, is thirty six. He regards Andasin IV as something of a fool and dislikes the Earl of Sarkum.

### SETHA HEATH [J7+]

A large, desolate moorland, known for its treacherous bogs and high winds. It is said that when the winds blow on the heath, *"...the gods may be heard howling their displeasure to trespassers"..* Also see: Bejist.

### SETREW, Keep [J4]

| | |
|---|---|
| Realm: Kaldor | Holder: Baron Ethasiel |
| Population: 520 | Liege: Earl of Gardiren |

Setrew was built around 200 on the ruins of an early Jarin fortress and was rebuilt in 410. Wevran Ethasiel's ambitions far exceed his meagre abilities. He has been involved in numerous petty intrigues since becoming baron, and is not highly trusted. Any cleverly worded appeal to his vanity will get a lengthy hearing, and may one day lead him to the treason.block.

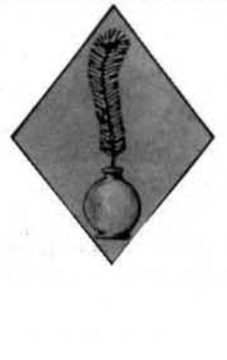
### SHATA Island [J10]

A small, hilly, forested island in the Gulf of Ederwyn. The island is inhabited only by seabirds, wild sheep and goats, and similar creatures. The *Chymak* occasionally visit the isle to fish.

### SHAVA FOREST [I7+]

A region of dense, mixed forest on the coast of south central Hârn. The Shava Highlands comprise the northern third. Most of the Shava Forest lies within Evael, the kingdom of the Sindarin. The forest is said to be "enchanted". Few humans have any real knowledge of its geography or inhabitants.

### SHEA-AL-AECOR, Order of



The smallest but most powerful of the three clerical orders of the Church of Save-K'nor. Also known as the *Order of the Lost Guide,* the Shea-al-Aecor is an elite group of scholarly individuals who are often found behind the political scenes. This order is the hardest one of Save-K'nor to enter; only exemplary members of the other two orders, *Hyn-Aelori* and

*Rydequelyn,* are admitted. If anyone actually governs the clerics of Save-K'nor, it is the Shea-al-Aecor. The grandmaster of the order in Cherafir, the chief temple, is the traditional Hârnic primate of the church. This office is currently held by Obris of Ueld, said to be one of the most intelligent men on Hârn, and a member of Melderyn's Council of Eleven. The only other temple is in Coranan.

### SHEBRA, Keep [K5]

| | |
|---|---|
| Realm: Kaldor | Holder: Sheriff of Balim |
| Population: 320 | Liege: King of Kaldor |

A royal keep built in 457. The sheriff, Sir Eris Karondal of Hetheron, is 38. He is a dour and stolid man with little imagination, but a competent administrator.

### SHEK-PVAR

The collective name for six ancient and esoteric sub-orders (convocations) within the Guild of Arcane Lore. The origins of the Shek-Pvar are obscure, but all six convocations predate the founding of Melderyn by at least a thousand years. The Shek-Pvar have a common world view known as Pvaric Philosophy, essentially a way of perceiving *Kelestia* (the cosmic all) in terms of key elemental principles. Shek-Pvar who have learned to attune to these principles, may draw certain kinds of power into their Aura and, with practice and discipline, can manipulate these energies to their will. Such are the ways of mages.

Each convocation places different stress on certain Pvaric principles because it is difficult for any individual to embrace more than a narrow range of compatible principles. A spellcaster who is attuned to fire, for example, finds water particularly abhorrent. The names of the six convocations are noted below.

| Convocation | Hue | Element | Principles |
|---|---|---|---|
| Lyahvi | Red | Air | Light/Illusion |
| Peleahn | Orange | Fire | Pyrotechnics |
| Jmorvi | Yellow | Metal | Artifice |
| Fyvria | Green | Earth | Life Cycles |
| Odivshe | Blue | Water | Hydrotechnics |
| Savorya | Violet | Spirit | Knowledge/mind |

Masters of the Shek-Pvar are not numerous, perhaps less than one hundred in all of Hârn, the majority of whom reside in Melderyn. Each convocation has its own chantries where Pvaric philosophy is studied and taught to a few apprentices. Entrance requirements are obscure, but a naturally high aura (psychic ability) is a prerequisite.

### SHEM, River [J5]

A tributary of the Kald, rising in the northern Sorkin Mountains, flowing southwards past Gardiren Castle to merge with the Kald just north of the city of Tashal.

### SHENAP, Keep [N10]

| | |
|---|---|
| Realm: Melderyn | Holder: Sheriff of Cherfin |
| Population: 670 | Liege: King of Melderyn |

The present keep was built in 111 to guard the landward approach to Cherafir. The ruins of what appear to be a large circle of standing stones lie mostly underwater one mile south of the settlement. This area is considered unlucky by local fishermen. There are reports that an unearthly mist sometimes appears over the sunken stones, and many say that anyone entering the mist never returns. Sir Clyve, 48, has been Sheriff of Cherfin for over twenty years. He is a close friend of King Chunel and is often found at court in Cherafir.

### SHERWYN, Castle [J1]

| | |
|---|---|
| Realm: Orbaal | Holder: Clan Sherwyn |
| Population: 175 | Tribute: King of Orbaal |

Built as a keep in 503, Sherwyn was the first Jarin fortification to fall to the Ivinians, being sacked in 652. The conquerors, an unruly assortment of outlaws and pirates, named themselves after their new home, and have acquired considerable Jarin blood. Venril Sherwyn is a violent and ill tempered man of forty three. His clan has a bloodfeud with the Serewyns of Marby, their distant relations. Sherwyn receives very tenuous tribute from Kjen and Thoen.

### SHESE, Keep [J3]

| | |
|---|---|
| Realm: Orbaal | Holder: Clan Haidaar |
| Population: 80 | Tribute: Lord of Lorkin |

A keep built by the Jarin in 498, and captured by the Ivinians in 663. The keep is currently held by Saanfrin Haidaar who is over seventy but still in excellent health. He is widely known for his generosity, as well as his love of strong drink and raucous entertainment. He has a crude sense of humor that often manifests in practical jokes. The Haidaars are a branch of clan Haid from Seldenbaal.

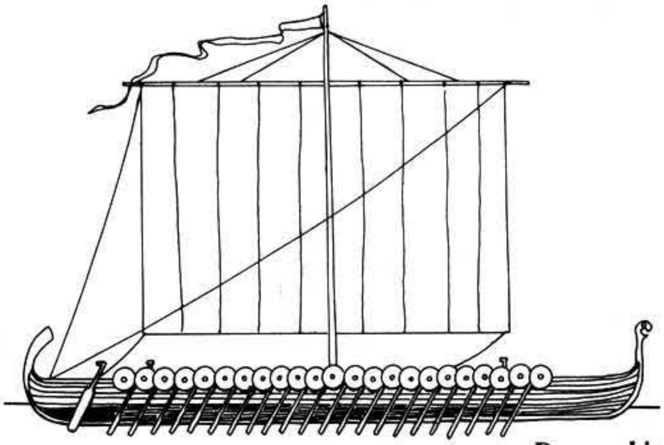
### SHIEN, Keep [H2]

| | |
|---|---|
| Realm: Orbaal | Holder: Clan Hammarkel |
| Population: 90 | Tribute: King of Orbaal |

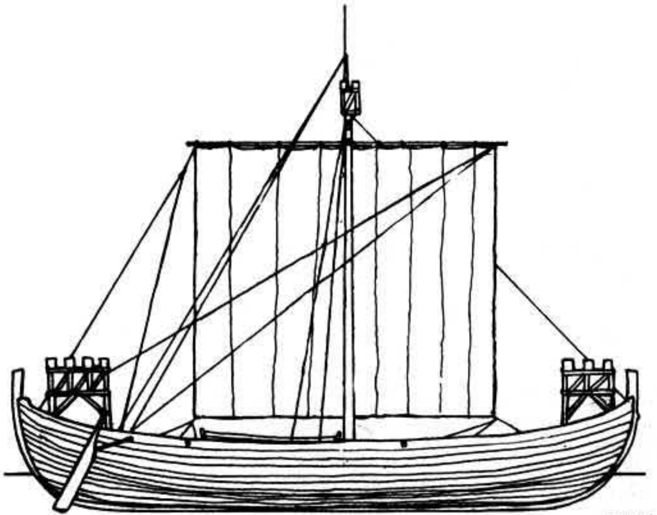
Clan Hammarkel are loyal cousins of King Alegar II, and hold Shien at his pleasure. Shien is a typical Ivinian thran, built in 679, with earth redoubts and several clanhouses. Hunris Hammarkel is a capable if quick tempered man of thirty six. His temper led to him declare his twin brother Mersaal outlaw in 718, an act which Hunris now regrets and is seeking to redress without losing face.

### SHIPWRIGHTS' Guild

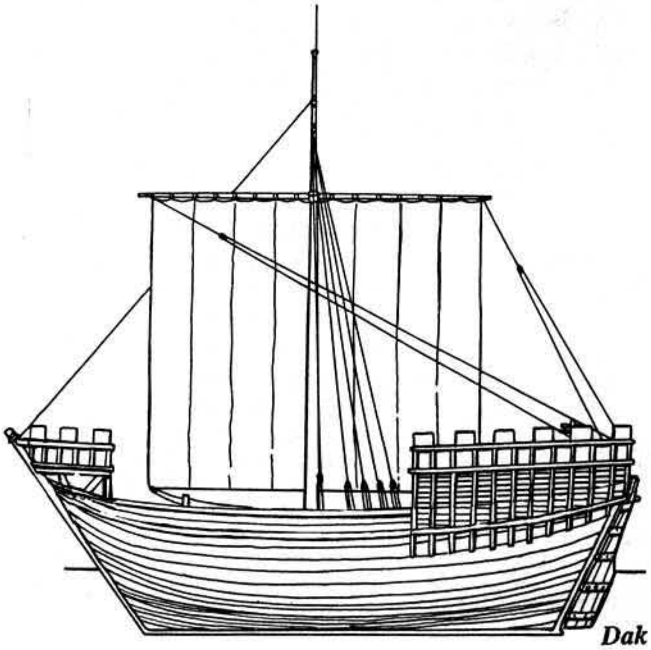
Shipbuilding is one of the largest manufacturing activities in Lythia. Every port, large or small, has one (and only one) shipyard operated by a freemaster of the Shipwrights' Guild, most of whom are highly respected and prosperous members of their community. A master shipwright is fully qualified in the arts of vessel design, construction and outfitting. His shipyard, depending on size, may produce anything from large sea-going ships to small river craft. The most common sea vessels seen in Hârnic waters are: Dragonships, Niviks, and Daks. While their monopoly does not cover rope, shipwrights produce the best. Metal fittings are often subcontracted to freemaster metalsmiths, or made by bonded metalsmiths in the shipwright's employ. Most master shipwrights are bonded to the freemaster holding the local franchise; some are bonded as ships' carpenters.



*Dragonship*



*Nivik*



*Dak*

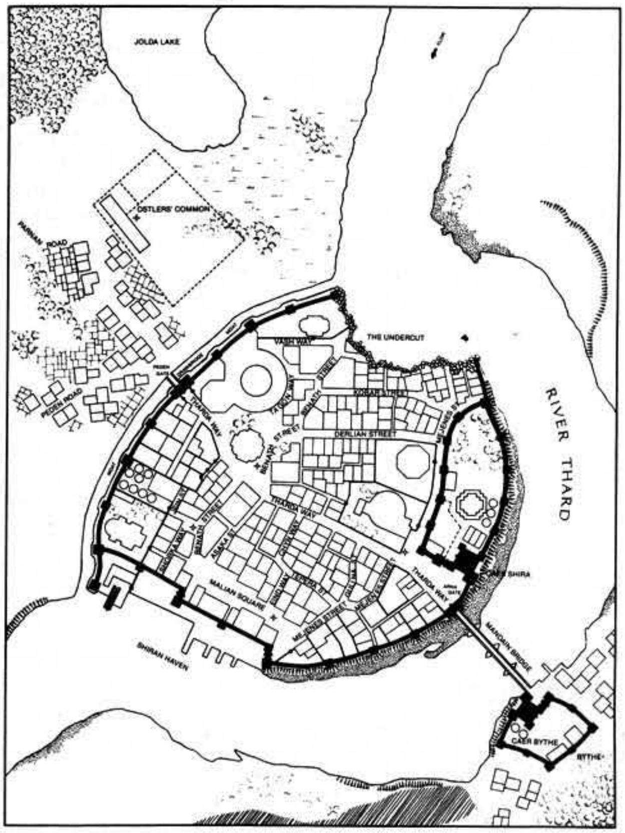
**SHIRAN, City of [G6]**

| | |
|---|---|
| Realm: Tharda | Holder: Shiran Legion |
| Population: 3,900 | From: Thardic Senate |

The second largest city in the Thardic Republic and capital of Shiran Province. The Corani king, Arosta the Conqueror, built a keep here to control the conquered Shira in 378. The city was founded in 391 by the Emperor Malian, but it was not until well into the sixth century that the settlement developed into a real town with all of the commerce and bustle this entails. The coming to power of clan Tekhos in 543, marked the coming of age of the city and it reached its zenith when Horahnam established the capital of the Theocracy of Tekhos in Shiran. After the collapse of the Theocracy in 588, Shiran became the capital of the Shiran Republic in 625, joined Coranan in the Thardic League in 636, and voted to be part of the Thardic Republic in 674.

Shiran is famous for the manufacture of perfumes and dyes, and for skilled pleasure-slaves and courtesans. Iron and silver are also shipped here from Iracu, Hikun and Izora mines, and the Miners', Metalsmiths' and Jewellers' Guilds thrive. There is a paved highway linking the city to Coranan but most bulk cargos are moved on the River Thard.

The provincial marshal is Serenima Dethale who has a reputation for assessing very high fines for minor offences. Her support of the Halean church is well known and a sizable portion of provincial revenue finds its way into temple coffers. The Marshal, Quarlid Jeredosta, commands a legion of twenty companies, a cohort of five companies based at Shiran, and one cohort each at Bythe (3c), Firis (4c), Hediro (4c), and Peden (4c). He is a weak man, easily manipulated, amenable to most suggestions from Serenima, his cohort commanders, the temple of Halea, and the Mangai.



A high degree of religious toleration has always existed in Shiran, even during the Theocracy of Tekhos. The chief Hârnic temple to the Goddess Halea is housed in the city and Halean clerics and lay-adherents play a significant, if subtle role in many spheres of Shiran life. The major Shiran temples are:

| | |
|---|---|
| **Agrik** | The Eight Demons * |
| **Agrik** | The Octagonal Pit |
| **Halea** | The Silken Voice * + |
| **Ilvir** | No recognizable order |
| **Larani** | Order of Hyvrik |
| **Naveh** | Order n/a |
| **Peoni** | The Irreproachable Order |
| **Save K'nor** | The Rydequelyn * |

* Headquarters of the Order
+ Seat of the Primate of Hârn

### SHOMOS, River [K7,J7,J6]

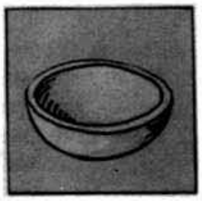
A river, rising in highlands of the Setha Heath and flowing westwards into the Kald estuary. The river is occasionally used by the Sindarin for hunting expeditions, although Pagaelin tribesmen are more likely to be encountered.

### SHOSTIM, Castle [D6]

Realm: Rethem
Holder: Sheriff of Parach
Population: 2,640
Liege: King of Chybisa

The principal seat of King Chafin III, shire moot of Parachshire, and the second largest settlement in Rethem. The original fortress was built by the Corani Empire in 397 to guard the northern approaches to Golotha. In 560 Shostim fell to the forces of the Balshan Jihad after a lengthy siege. Arlun captured the castle in 629, founded the kingdom of Rethem in 635, and made it his royal seat after deciding Shostim was a much safer location than Golotha. Since Chafin III became king in 715, major construction on the castle has taken place; the king intends it to be the most formidable and impressive fortification in western Hârn. Plans to make Shostim a walled town also exist, but construction of a wall has not yet begun. Sir Erych of Kasta is constable of Shostim and Sheriff of Parach.

### SIEM



*"Master of the Lords of Dream,*
*Lord of the Thrice-Blessed Realm,*
*King of the Uttermost West,*
*Spirit of the Sundered Ones,*
*Bringer of Blessed Forgetfulness,*
*Lord of the Azure Bowl."*

Siem is a benign god of mystery and shadow, magic and dreams, a wielder of esoteric powers, and a knower of secrets. At one time, Siem was foremost of the gods of Hârn, said to have been lord of the Sindarin in residence on Hârn. Prior to the coming of men, however, Siem laid down his sceptre and quit Hârn in favor of the *Blessed Realm*.

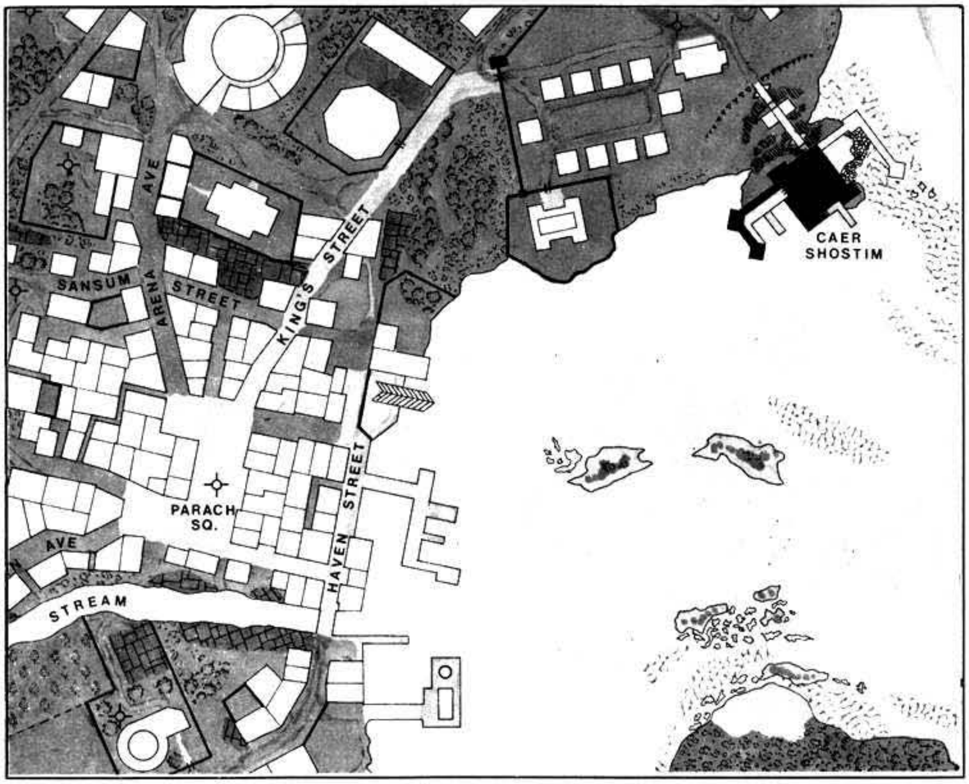
But Siem still, on occasion, answers the call of his Hârnic followers. The power He and his servants wield is subtle; the deity sends dreams that purge unpleasant memories. He is far more apt to confuse an enemy, than slay him outright or bestow martial powers.

A highly mystical symbol of the Siem and of his religion is the *Azure Bowl*. Sindarin legends, old even when they first reached Hârn, describe the artifact as being connected with *"...the making, the holding, and the very spilling forth of the stars..."*. If the original Azure Bowl ever existed, no mortal has ever seen it, but there have been several facsimiles constructed.

Without doubt, many Azure Bowls are the work of charlatans and of only aesthetic interest, but some are authentic "gazing bowls". If one of these is filled with clear, fresh water, "visions" are apt to occur while gazing within, but the spiritual fibre of the gazer, and possibly that of observers, may be altered, most likely in a benign way.

Several of Siem's demi divine underlings, notably the Lords *Sereniel* and *Sweldre*, are more accessible than the deity and may be worshiped directly. Sereniel is said to intercede at his master's court on behalf of the Khuzdul, and according to their mythology, it was Sereniel who breathed life into the dwarves to end their long slumber. Sweldre is believed to intercede before the throne of Siem on behalf of the Sindarin.

Siem's priesthood is minute. They are wielders of illusion and



keepers of ancient secrets. Not even the names of the various orders that worship Siem are known. They are fond of symbolism and magic and attach much significance to the stars and twilight. They build no temples, preferring to worship in sacred forest glades, under the stars.

**SILKEN VOICE, Order of**

The only clerical order of the Church of Halea. It is a female order noted for its comely members. The order's main temple, and the seat of the Halean primate for Hârn, is located in the city of Shiran. There are subsidiary houses in every city of Hârn, except Azadmere. The "mother" house contributes to the fame of Shiran by its sale and "rental" of pleasure slaves, highly trained in the erotic arts. The slaves are usually obtained from poor folk in need of cash. The trade in slaves (of both sexes) is a significant source of revenue for Halea's church.

**SILVER WAY, The [K5+]**

The name given to the trail linking Kaldor and Azadmere. Between the Naniom Bridge and Zerhun, the trail is rough and often very steep. This stretch is also infested with brigands, and Gargun from Fana, especially the difficult section from Guthe ford to Zerhun. Only the last few leagues south of Zerhun are relatively safe.

**SINDARIN, The**

The elves of Hârn are somewhat degenerate compared to those of Midgaad. Physically, they resemble humans, but tend to be slim, slightly shorter, graceful, and fair of face. The Sindarin are immune to human diseases, suffering more from ailments of the spirit than those of the flesh. Unless they fall victim to violence, elves live forever. Their immortality profoundly influences their character, giving them great patience, sensitivity, wisdom, and moodiness. A Sindarin may sit or stand, for days on end, with no perceptible movement, contemplating a personal view of Kelestia. Sindarin do not sleep, experiencing instead a half-conscious blend of dreaming and wakefulness, incomprehensible to other races, to whom it resembles a hallucinatory drug-trance. In fact the dream-state is more akin to *jamais-vu,* the seeing of familiar things in unfamiliar ways. The Sindarin also experience *deja-vu,* probably due to their longevity. They are also possessed of powerful auras (psionic force) and tend, therefore, to be sensitive to enchantment.

The Sindarin are able to inter-breed with humankind and such matches have become more common, a possible cause of their decline from past glory. The offspring of such combinations will have many of the traits of both races, but never immortality.

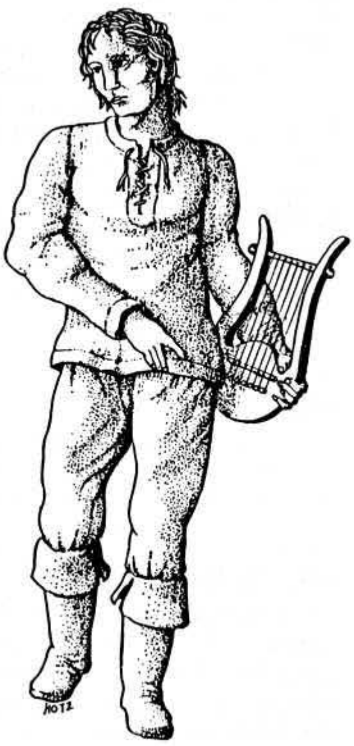
The Sindarin dwell almost exclusively within the Shava Forest in the Kingdom of Evael, ruled by Tar-Aranath, an elven king of great age, wisdom, and power. The elves neither farm nor keep livestock, preferring not to interfere with the natural beauty of their forest. They are hunter-gatherers of such skill that they never seem to starve or suffer a derth of leisure time for the pursuit of their unique poetry-music and other arts. The Sindarin have built only a few necessary structures at Elshavel and Ulfshafen. The former is the seat of Aranath and the latter the kingdom's harbor and shipyard; a paved road links the two. The majority of the elves live in bands of 20 to 60, ranging at will throughout the forest, little affected by extremes of weather. Non-Sindarin are rarely permitted within the forest. It is said that King Aranath is aware of each leaf and twig within his realm; the woodcraft of his subjects is certainly awesome.

In comparison with others, elven culture lacks structure. There are no unfree persons, no slaves, no serfs. There is only an enlightened nobility, served out of love, respect, and tradition, rather than out of fear, obligation, or legal compulsion. Guilds do not exist. An elf is free to try his hand at any craft and will likely have skill in several. Most have acquired some skill at arms and there are unrivaled warriors among them.

The Kingdom of Evael takes little interest in the politics and cultures of other Hârnians which seem transient in Sindarin terms. They expect the same consideration in return. A few Sindarin will enter into human society for a few decades or centuries in their youth. If they are recognized as elves, they are often treated with suspicion and jealousy. Small bands of wandering elves, and individuals, may also be found (if they wish to be found) exploring the wild lands of Hârn. The islands of Keboth and Yaelin are frequently visited by the Sindarin but none live there.

The Sindarin and the Khuzdul do not generally like or associate with each other. During the Codominium, they dwelt harmoniously until later events, notably the Atani Wars and the Carnage of Kiraz, brought about the current enmity between them.

Given their immortality and peaceful ways, it would be natural to think the elven population to be large and growing, but such is not the case. There are no more than five thousand Sindarin on Hârn. Their numbers were not great to begin with, they breed very slowly, and historically, many have simply departed. For when elves grow weary of Hârn, they will set sail from Ulfshafen in ships with white sails, headed for the *Blessed Realm,* never to return. Only the Sindarin know whether this is an elaborate form of suicide or a genuine voyage to a new world.



### SIRENDEL, Keep [K5]

Realm: Kaldor — Holder: Sheriff of Thel
Population: 310 — Liege: King of Kaldor

A royal keep held by the Sheriff of Thelshire. Sirendel was built from 355-430, with delays due to the unstable political situation in Kaldor. The Sheriff, Sir Ranal of Gybsen is a headstrong knight, 28 years old, and presently unmarried. He is regarded as clever but uninspiring.

### SIRION [F5]

Lying at the mouth of the Deret River on the Shore of Lake Benath, Sirion is a well-guarded and secret base for mining operations at Iracu. There is a small fort manned by 60 to 120 mercenaries in the employ of the Miners' Guild, slightly inland and not visible from the lake or river. Silver is floated downstream from Iracu and loaded into boats for reshipment to Shiran, sometimes via Stimos. The decisive Battle of Sirion between the Khuzdul of Kiraz and Lothrim was fought nearby around 120.

### SIRION SCROLLS, The

In 481, an expedition sponsored by the Corani Emperor Sylud, discovered a cache of fourteen Khuzan scrolls near the mouth of the Deret River. It was speculated that Lothrim acquired the scrolls during his pillage of Kiraz and buried them just before the Battle of Sirion. Most current belief concerning the early history of Hârn is based on these scrolls, several of which tell of events seven millennia ago and hint at events prior to this. One scroll told of the Khuzdul emerging from a *"cradle of stone, artfully wrought, and split asunder...to give guard to my children"*. Some scholars have argued that "my" refers to the deity Siem, creating or awakening the dwarves to guard his elves before departing the island; the Sindarin deem this interpretation ludicrous. Others put a different emphasis on the words "guard" and "children", suggesting the "cradle of stone" guarded the dwarves, who are themselves the children of a benign deity. Either interpretation can be made to agree with the legend of the Khuzan nativity, providing the tale with some factual basis. The Sirion Scrolls were stolen from the Library of Sylud in Coranan in 553 and have never been recovered.

### SOKUS [J3]

A Gargun cave-complex inhabited by Gargu-hyeka.

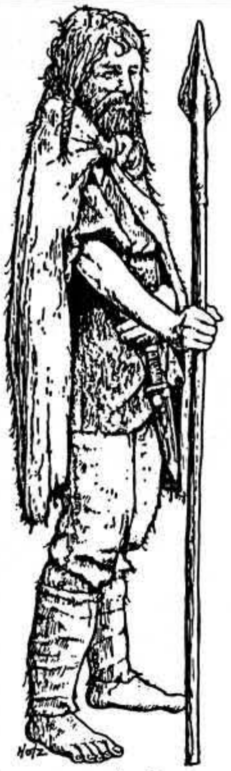
### SOLENO, River [M9]

A river of southeastern Hârn, rising in the Anadel highlands, and flowing south and east into the Indatha Straits. There are Solori tribal villages along both banks.

### SOLORA [M9]

A sparsely populated, hilly, wooded, coastal region in southeast Hârn, lying between the Soleno and Nuem rivers. Solora is the home of the *Solori* nation, a wild and barbaric tribal people. The Laranian fighting-order, *Lady of Paladins,* who hold Fosumo and Cundras, are in the process of "pacifying" the region and their knights often patrol here.

### SOLORI, The



A wild and barbaric nation ranging throughout Solora in southeastern Hârn. They are comprised of about 30 tribes, each of 40-150 people. The Solori have been plagued by conflict, first with the far more powerful *Hodiri* to their east, and now with knights of the Laranian fighting-order, *Lady of Paladins,* who are engaged in a "crusade" that is really a war of genocide. Due to this pressure from superior enemies, the Solori have been unable to develop their culture much above the primitive level. The tribes dress in hides, and employ crude tools and weapons. Although their long-term survival is in doubt, the Solori cling to a legend that tells of a leader who will come from the south (?), bearing a sword of miraculous enchantment, to drive their enemies away.

### SORKIN Mountains [K4+]

A major mountain range in eastern Hârn. Over 100 leagues in length, and as much as 30 wide, the Sorkins are a formidable barrier between Kaldor and the east coast. The region is inhabited by several Gargun tribes, and the Kingdom of Azadmere lies at its heart. The highest peak is Mount Esig at 7586', alleged to be the primal home of the Khuzdul of Hârn. Legend has a mail-clad, bearded ghost in residence.

### SPEAR OF SHATTERED SORROW, Order of the

The Larani clerical order which sponsors the fighting-order, *Lady of Paladins* The order restricts its operations to eastern Hârn, as opposed to the *Order of Hyvrik,* which is generally confined to the west. The chief temple of the order is in Thay while other temples exist in Cherafir and Tashal. The order is very wealthy, supported by the feudal aristocracy, and holds vast estates throughout Kaldor and Melderyn.

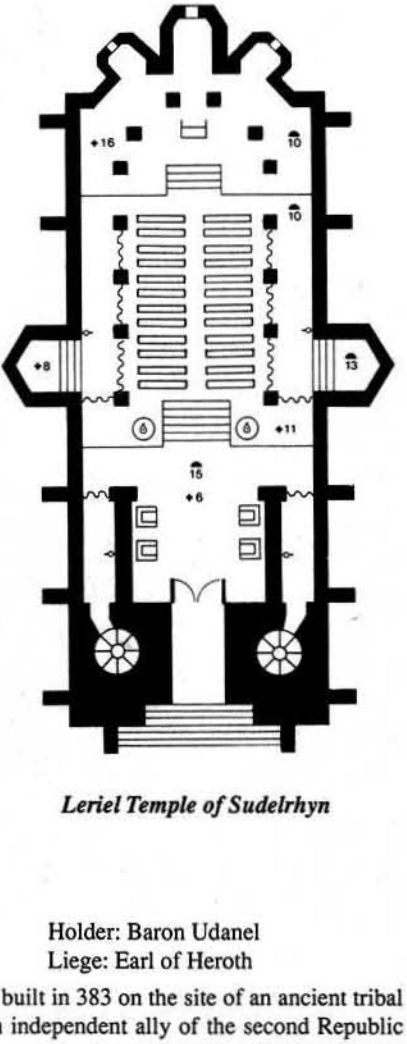
### STIMOS, Keep [F6]

Realm: Tharda — Holder: Stimos Cohort (6c)
Population: 480 — From: Kom Legion

Stimos controls a northwest frontier district that was originally settled by refugees fleeing the ravages of the Theocracy. A keep was built in 575 when Stimos joined the Federation of Kom. It is now an important mining depot. Ore shipments from Hikun, 25 leagues upriver, are stored here for shipment to Shiran. Shipping bulk ores is expensive and several foundries have been built at Stimos to smelt ores before shipment to Shiran and elsewhere. The district legar is Ezarn Halan, a member of the area's most powerful clan, and a man who enriches his clan by astute mining investments. The commander of Stimos Cohort's six companies is Maldain Pesed, known locally as the "Pirate of Pech". Only those who offer discreet bribes can avoid lengthy delays for various sundry inspections and red tape.

**SUDELRHYN, Order of**

A clerical order of the Church of Ilvir, based in Leriel. The full name of the order is *Sudelrhyn the Bearer of Loam.* The order was founded around 180 TR by clerics of the *Order of the Ochre Womb.* These dissidents favored a more accessible church, and their sect soon became the largest and most powerful Ilvirian order. The present grand-master of the order, Liastefan of Trythe, is the high priest of the Leriel temple, and the closest thing to a primate of Hârn. The order is relatively wealthy, mainly from donations received from pilgrims to Araka-Kalai.



***Leriel Temple of Sudelrhyn***

**SUMON, Keep [E8]**

Realm: Kanday Holder: Baron Udanel
Population: 310 Liege: Earl of Heroth

Sumon keep was built in 383 on the site of an ancient tribal fortification. It was an independent ally of the second Republic of Aleath and was annexed by Kanday in 632. The barony was created in 658. The present baron is Antyn Udanel, an ill-tempered and sarcastic fifty two year old. He has walked with a severe limp since a riding accident twenty six years ago.

**SUTHEN, River [E4,E5]**

A swift-flowing river, rising on the slopes of Mount Echephon, and flowing northwards to join with the Uthel to form the Pemetta. The Suthen is fordable three leagues upriver from this fork.

# T

**TAELDA, The**

Forty tribes of nomadic hunter gatherers who inhabit southern Nuthela. A Taelda community, usually several hundred individuals, will move to a new range yearly. Crude log houses and hide tents are both used. Although they weave various cloths, most of the males dress warmly in the cured skins and furs for which the region is well known. The warriors employ spears and bows for hunting. Some have shortswords which have been obtained through trade or pillage.

**TANDIR, Castle [G2]**

Realm: Orbaal Holder: Verakaar
Population: 230 Tribute: King of Orbaal

A Jarin keep was built on the site in 556, but after its capture by the Ivinians in 665 it was upgraded to a castle from 698-704. Bjan Verakaar, 46, is given to ungovernable rages and he has killed several thralls in fits of anger. Bjan bears a deep, irrational hatred for Alegar II and habitually plots rebellion. The Verakaars are related to clan Verak in Menglana, and receive tribute from Gyfyn and Quiam.

**TASHAL, City of [J5]**

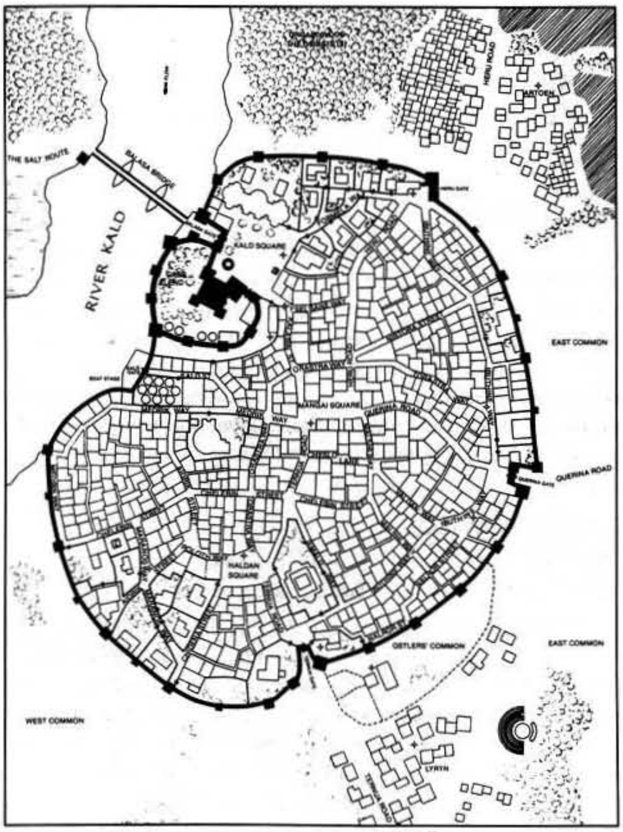
Realm: Kaldor Holder: Constable
Population: 11,400 Liege: King of Kaldor

The largest settlement of Kaldor and the second largest city on Hârn. Tashal is held by the king and is not a freetown although an aldermanic council of twelve helps govern. The king spends at least six months each year in Tashal. His constable, Sir Haldare of Venera, a skillful and loyal servant, administers in his absence.

Tashal is situated on the left bank of the River Kald just below its confluence with the Hemurin. The city was founded in 128 by Shala of Kephria on the ruins of Kelapyn-Anuz, formerly an eastern outpost of Lothrim's Empire that had been plundered in 121. During the early years of the Migration Wars the barbaric Kath pillaged most of Kephria's lands, but Tashal was seized by Medrik I of Serelind in 187 and incorporated into his newly founded Kingdom of Kaldor in 188.

The city is the economic hub of eastern Hârn. Every spring four large caravans converge on the city; from Orbaal and the North down the Fur Road, from Azadmere via the Silver Way, from Tharda along the Salt Route, and from Thay by way of the Genin Trail. The diverse products they bring are busily traded throughout the spring and summer in something of a "carnival" atmosphere and, as autumn commences, four caravans bear away goods to the north, south, east, and west. Tashal has some of the wealthiest guilds on Hârn; her mercantylers venture all over the island and sometimes reach Lythia in their search for profit.

Tashal is not exceptional for its architecture. As a royal city, however, it does boast impressive fortifications. The hidden



guildhall of the Lia-Kavair and the covert temple of Naveh are connected to extensive, labyrinthine, underground tunnels. Many of these, due to their proximity to the Kald, are prone to flooding. Few know of the tunnels, fewer still explore them. The tunnels may have been designed as sewers by the architects of Kelapyn-Anuz. Tashal has the following temples and clerical orders:

| | |
|---|---|
| **Halea** | The Silken Voice |
| **Ilvir** | No recognizable order |
| **Larani** | The Spear of Shattered Sorrow |
| **Naveh** | Covert and illegal |
| **Peoni** | The Balm of Joy |
| **Peoni** | The Irreproachable Order |
| **Sarajin** | Clan Endjan |
| **Save K'nor** | The Hyn-Aelori |

### TAWHEIM, Keep [J2]

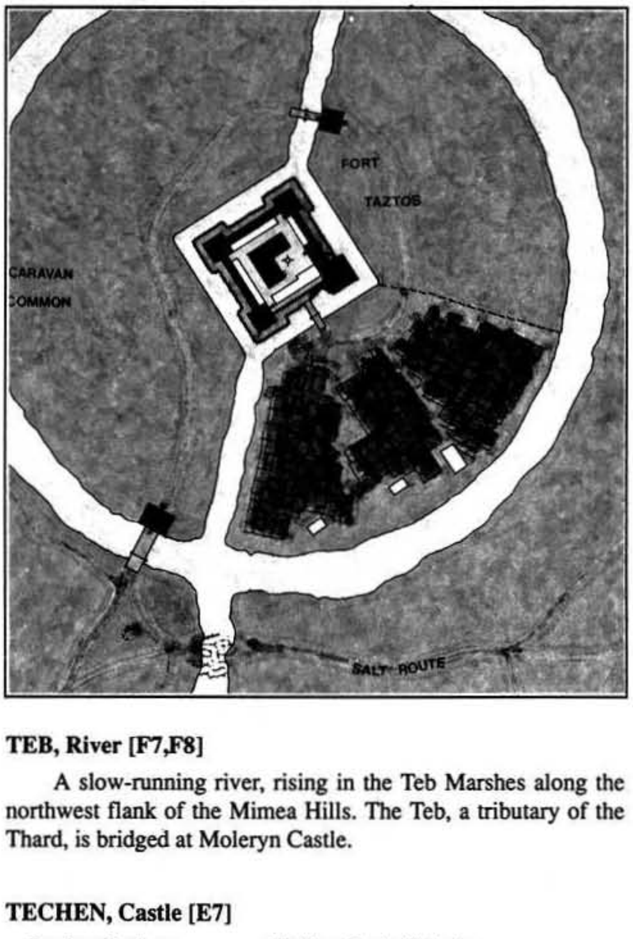
| | |
|---|---|
| Realm: Orbaal | Holder: Clan Zwaiga |
| Population: 180 | Tribute: King of Orbaal |

Tawheim has no tributary domains and is accessible only by sea. The keep was built in 422 on a more ancient ruin and was conquered by the Ivinians in 654. Dagaas Zwaiga, thirty two, is well travelled and intelligent and has brought the customs of many lands to his court. Clan Zwaiga, a branch of clan Zwaig from Seldenbaal, avoids intrigue and maintains an independent stance in the fractious politics of Orbaal. There is a small Ilviran shrine near Tawheim maintained by a group of Jarin calling themselves The Enclave of the Verdant Pool. Some claim they are connected with an outlandish creature, and seek to stir up Jarin unrest. Dagaas seems very tolerant of their activities.

### TAZTOS, Fort [G7]

| | |
|---|---|
| Realm: Tharda | Holder: Taztos Cohort (5c) |
| Population: 125 | From: Ramala Legion |

A fort held by five companies (one a mounted squadron) of the Ramala Legion, approximately 80 foot and 20 cavalry. This force is hopelessly inadequate for its assigned task, patrolling a thousand square leagues of wilderness dominated by the hostile Tulwyn tribal nation. Ambitious plans to build a road linking Taztos with Telen exist, and there are rumors that the Marshal of Ramala will soon build a new fort further east along the Salt Route, possibly as far east as the Farin River. Soldiers of the Ramala Legion have a saying, "Nothing lies east of Taztos save arrows thick as rain and an unmarked grave". One recent survey expedition near the Farin, protected by a company of 20 men, was ambushed by the Tulwyn. Only two lived to tell of it.



### TEB, River [F7,F8]

A slow-running river, rising in the Teb Marshes along the northwest flank of the Mimea Hills. The Teb, a tributary of the Thard, is bridged at Moleryn Castle.

### TECHEN, Castle [E7]

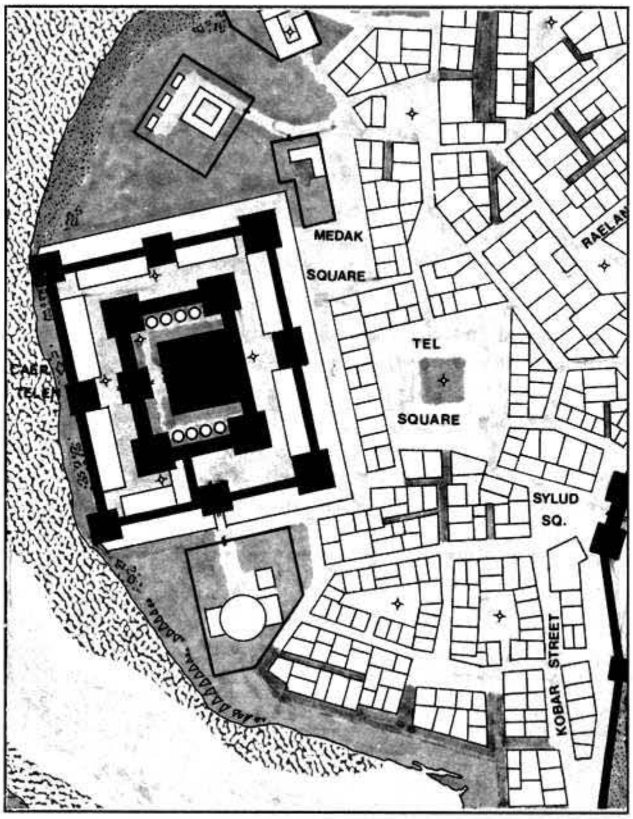
| | |
|---|---|
| Realm: Rethem | Holder: Earl of Techen |
| Population: 410 | Liege: King of Rethem |

The principal seat of Earl Lenesque, Techen was built as a keep during the Corani Empire in 379. The castle was constructed by Arlun in 637-39 to guard the frontier of his kingdom. Nemiran created the earldom in 673, granting the title to Cholarn Lenesque. The present earl, Revi Lenesque, one of three powerful earls in this perfidious realm, also holds Phira and Senun keeps and receives fealty from the Barons of Omnis and Thiri. The earl is in his early twenties and was a ward of the crown from 706-719 until he came of age at 21. He "supports" King Chafin III against the very powerful Earl of Tormau, but loyalty is a fickle Rethemi trait.

### TELEN, Castle [F7]

| | |
|---|---|
| Realm: Tharda | Holder: Coranan Legion |
| Population: 2,500 | From: Thardic Senate |

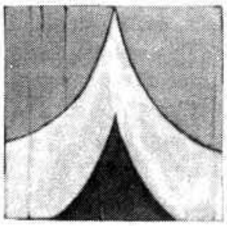
The capital of Coranan Province. Telen is a partially walled town on the Thard River with an impressive citadel that is the headquarters of the Coranan Legion. Telen became part of the Corani Empire in 325, although the site has been occupied for more than a thousand years. It soon developed into a thriving town, second in size to Coranan until the city of Shiran prospered in the sixth century. After the collapse of the Theocracy of Tekhos in 588, Telen was an independent oligarchy ruled by the powerful Nordaka clan. In 623, the town joined the Coranan Republic, and became the capital of Coranan Province when the Thardic Republic was founded in 674. Despite these numerous changes over the last 100 years, the Nordaka clan remains the dominant force in the political, economic, and social life of the settlement and its hinterland. Marshal Cobart Nordaka commands a legion of six cohorts, twenty-one companies strong. Six companies are headquartered at Telen, four at Versus (a legion fort three leagues northwest of the city of Coranan that is not shown on the regional map), three at each of Chenad, Esuron, and and Hibut, and four at Ostenor. The Magistrate of the province is Amerak Nordaka. These two cousins are among the most powerful men in the republic.



### TELUMAR [L7]

An ancient site located in a pass between the Sorkin and Anadel mountains, Telumar contains one large building and four smaller ones from the Earthmaster era. These were partially buried by a landslide thirteen years ago. A ruined Khuzan stone wall dating from the Atani Wars which once guarded Telumar Pass is nearby, and there are two buildings of recent construction. The range of the Chindra Gargu-hyeka surrounds Telumar, and it is also a sacred site of the Bujoc tribal nation who hold their winter moot in the southern hills overlooking the site. The earthmaster ruins give off a pinkish glow in moonlight and inexplicably bright flashes and "light-storms" have been reported. The few explorers who have ventured inside Telumar have not returned. It is not widely known that one Lepridis of Melderyn, an eccentric Lyahvian mage with several apprentices and servants, is resident here. Giving the impression of senility to most who encounter him, Lepridis has, since 713, been studying Telumar's strange optical properties.

### TENTMAKERS' Guild



Tentmakers have a monopoly on the production of tents and awnings, making pavilions for travelling nobles and stall covers for street vendors. Their basic product is canvas which they weave from flax and sell to shipwrights, mercantylers, and chandlers. Some tentmakers manufacture sails and deck tents for ships; some specialize in renting tents and stalls to those attending fairs and tournaments. A tent sells for around 3d per square foot, hence a pavilion tent, the kind most common at fairs and tournaments, 10' x 10', would cost about 300d. Tents decorated with heraldic or other symbols cost more.

### TEPR, River [E8]

A short river forming in marshland of the Ternu Heath and flowing northeast to join with the Eryn River, three leagues above Dyrisa Castle.

### TERNU Heath [D8+]

An extensive, hilly, heathland in southwest Hârn, possessed of several marshy areas. A few bandits live here, but not much else. The mysterious and sinister site of Tesien is located in the northern range of the heath.

### TERNUA, Keep [K5]

| | |
|---|---|
| Realm: Kaldor | Holder: Baron Verdeth |
| Population: 395 | Liege: King of Kaldor |

A barony in Semethshire, held from the king. Originally built in 165 by the Kingdom of Kephria, the keep guards a well maintained wooden toll-bridge over the Nephen on the Genin Trail. Tarmas Verdeth is a corpulent man of 43, notorious for his crudity and boorish manners. Nonetheless he's a capable lord and few regard him the fool he pretends to be.

### TERYFF, Keep [H1]

| | |
|---|---|
| Realm: Orbaal | Holder: Clan Sirajud |
| Population: 95 | Tribute: Lord of Kerien |

The keep was built by the Jarin in 606, and captured by the Ivinians in 660. Ragnaar Sirajud is sixty eight and still relatively vigorous, although lame from a wound suffered in the Rape of Thay. He has recently married his ninth wife, Freyta Haidaar, the seventeen year old granddaughter of the Lord of Shese.

**TESIEN [D7]**

An Earthmaster site on Ternu Heath, Tesien has a sinister reputation beyond that of other similar sites. It is known as the "Place of Bones", a reference to the fact that the site has a reputation for "swallowing travellers whole". The most notable of these was Prince Elos, the son and heir of King Calin of Aleathia, who disappeared while exploring the site in 389. Legends of great enchantment and wealth abound, and most tales mention the "Fenland Stalker", a nebulous and seldom described guardian of the site. The site was once used by Workol, a court astrologer who served as chancellor during the reign of the Corani Emperor Shorka. He had determined that Tesien was the ideal location for building a "City of the Sky" This became the base of operations for the *Adepts of the Sable Eye,* a motley collection of renegade mages, astrologers, and frauds who acted as "advisors" to Workol. This ambitious and expensive project was abandoned with the execution of Workol in 555. Most sane folk avoid the site, but at least one band of outlaws has sought refuge in and around the ruins.

**THARD, River [G6+]**

The river that has dominated the economic and cultural history of Tharda for centuries. At roughly 110 leagues, the Thard is the second longest river of Hârn (after the Kald). Its senile meanderings have created a fertile, alluvial valley, the cradle of several Hârnic civilizations. Golotha, Coranan, and Shiran were all founded on its banks. Its wide channels are navigable from Lake Benath to the Sea. The river, especially its lower reaches, is subject to occasional flooding. The Great Flood of 521 drowned thousands of Thardans; the flood of 707 was less destructive, killing only a few hundred.

**THARDA [E7+]**

A region in western Hârn, named for the Thard river which bisects it. Tharda is the most densely populated area on Hârn. The name is also a common reference to the Thardic Republic.

**THARDIC REPUBLIC**

A plutocratic state, unofficially called just Tharda, misgoverned by a republican senate from the city of Coranan. The republic was founded in 674, evolving from the Thardic League. Although not a feudal state, the Thardic senate is controlled by sixty-six wealthy patrician families who own ninety percent of the land. The capital city of Coranan is Hârn's largest city. There is one other walled city, Shiran, and several large towns, notably Kuseme, Moleryn, and Telen.

The supreme governing body of the republic is the Thardic Senate, housed in the *Chamber of the Red Domes* in Coranan. The major responsibilities of the Senate are to levy taxes, conduct foreign affairs, and appoint various key officials. The senate is often deadlocked because of the rivalry between five or six powerful factions, including an imperialist "party" that intrigues for a revival of the once mighty Corani Empire.

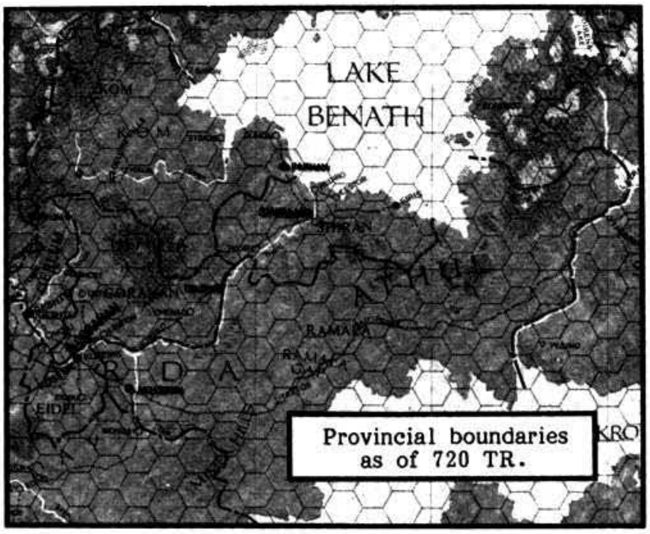
The senate originally had 54 members, but this has grown to 68. They are an elite group, "elected" to office for life. Theoretically, any person of talent and ambition can become a senator, but in practice, all are wealthy landholders. Senators are elected by two-thirds majority of their peers. Candidates are judged primarily by the value of the bribes they offer. Senator Markaz from Shiran is rumored to have spent 300 gold crowns (a fortune) to get elected in 718.

The republic is divided into six administrative provinces: Coranan, Eidel, Gerium, Kom, Ramala, and Shiran. Each province has two governors; a civil administrator (Magistrate), and a Marshal who commands the provincial legion. Each is appointed for a three year term that may be extended at the pleasure of the Senate. Each governor can veto the other's decisions; deadlocks are referred back to the Senate. Neither official is paid and corruption is rampant. It has been said, by some forgotten wit, that a provincial governor can steal enough money in his first year to pay the bribes which got him the appointment, enough in the second year to bribe the jury that will try him for corruption when he retires, and more than enough in the third year to live in luxury for the rest of his life. It is possible (although rare) for one person to hold both offices. Such is the case in Eidel Province.

Each of the Thardic provinces has its own legion under the command of a Marshal, comprised of a varying number of cohorts and companies which are assigned at the discretion of the senate. The legions are responsible for maintaining order within the provinces and for defence against foreign aggression. All Thardic keeps and castles are garrisoned by legion units. It is treason (a capital offence) for any Marshal to lead his army outside his province without senate approval.

**CORANAN PROVINCE**
  **Telen**
    Chenad
    Esuron
    Hibut
    Ostenor
**EIDEL PROVINCE**
  **Kuseme**
    Eidru
**GERIUM PROVINCE**
  **Geshtei**
    Fobin
    Geminost
    Imrium
    Noru
**KOM PROVINCE**
  **Parnan**
    Dumon
    Stimos
**RAMALA PROVINCE**
  **Moleryn**
    Taztos
**SHIRAN PROVINCE**
  **Shiran**
    Bythe
    Cestor
    Firis
    Hediro
    Peden

The city of Coranan, although it lies within Coranan Province, has its own separate government.



Provincial boundaries as of 720 TR.

### THAY, City of [M7]

Realm: Melderyn
Status: Freetown
Population: 4,200
Charter: King of Melderyn

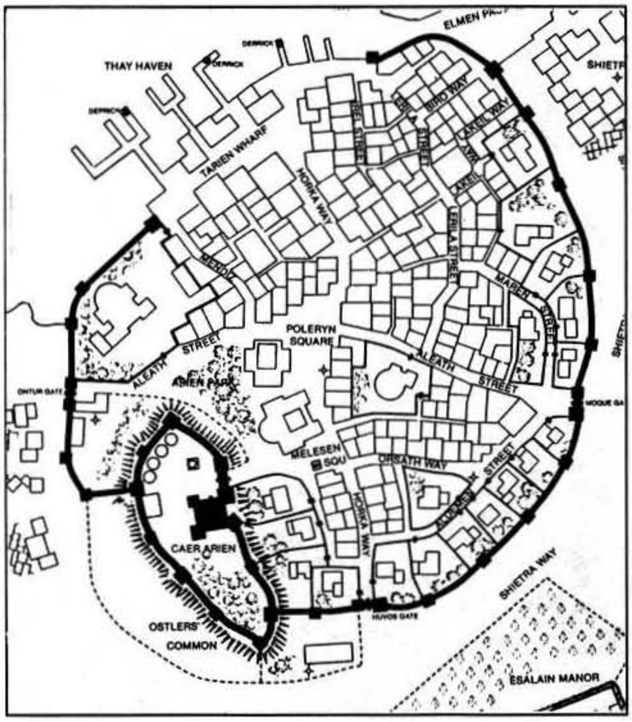
A walled freetown at the mouth of the River Horka, governed by a council of 12 aldermen. The town was founded in 573 by refugees from Aleath fleeing the Balshan Jihad on land granted by King Poleryn of Melderyn. Since then the town has grown to become the largest settlement in mainland Melderyn, eclipsing Harden, once the major town in the region. This fact has become a sore point with Earls of Elorin, whose principal seat of Harden has declined with the success of Thay.

The attempted Rape of Thay by Ivinian Orbaalese in 705 just failed to breach the city's defences. In 707, a larger viking force would almost certainly have succeeded, but it was destroyed when a freak storm wrecked the fleet on nearby Renda Rocks.

The hand of Melderyni kings has rested lightly on the city, allowing it to develop in its own way. The only visible aspect of external domination is the law that all vessels travelling from Lythia must first stop and pay duty at Cherafir. The main streets are well patrolled, but honest folk are left much to themselves. The guilds are well established and active. Fishing and pottery are significant industries and the Miners' Guild operates lead, tin, zinc, and copper mines in Anadel. Thay is the southern terminus of the Genin Trail to Tashal. Many goods pass through the city's dockside markets during the spring and summer. The following temples and clerical orders exist:

| | |
|---|---|
| **Halea** | The Silken Voice |
| **Larani** | The Spear of Shattered Sorrow * + |
| **Peoni** | The Balm of Joy * + |
| **Peoni** | The Irreproachable Order |
| **Sarajin** | Clan Yebaaling |
| **Save K'nor** | The Hyn-Aelori |

* Headquarters of the Order.
+ Seat of the Primate of the Hârnic Isles.



### THEMESON, Keep [E6]

Realm: Rethem
Holder: Cohorts of Gashang
Population: 425
Liege: The Eight Demons

Themeson was held by the Thardic Republic until 708, when it was captured by the *Red Shadows of Herpa,* an Agrikan fighting order. A dispute within the church resulted in the creation of a new clerical order, the *Eight Demons,* and their sponsored fighting order, the *Cohorts of Gashang,* seized the keep in 714. The Eight Demons, although headquartered in Shiran, still holds extensive lands in the region. The Cohorts of Gashang have not sworn fealty to Chafin III, and may intend to return Themeson to the Thardic Republic. The grandmaster of the fighting-order is Crasel of Merbed.

### THESPIANS' Guild

A small, exotic and somewhat eccentric guild which trains and takes in actors and other performing artists who are not members of the Harpers college, although a harper or two often travel with a troupe of thespians. A master thespian usually operates his own touring troupe, and is probably a playwright, actor, juggler, and acrobat. Most guildmembers are apprentices and journeymen who will never head their own troupes. Most companies are capable of staging elaborate and varied performances, but many specialize - some in religious or educational material under the tacit sponsorship of some religious order. There are also some twenty seven basic dramatic themes which are constantly being reworked by practitioners of the "classical" school. Traditional forms tend to be stylized; puppetry and mime are common. Even new plays tend to be conservative, and hardly ever political, since many performances are monitored by secular and ecclesiastical observers. Most troupes play to noble households for negotiated fees, or in the street for thrown offerings, hopefully coins.

### THIRI, Keep [E7]

Realm: Rethem
Holder: Baron Rialsin
Population: 350
Liege: Earl of Techen

A barony in Zabinshire, Thiri was built in 623 during the Golothan Theocracy and was captured by Arlun the Barbarian in 635. King Nemiran created the barony in 678, granting it to clan Risalsin, with a feudal obligation to the Earl of Techen. The fief suffered immense damage in the flood of 707, but has since recovered much of its wealth. The present baron, Gerd Risalsin, is a quick witted and good humored man, the latter trait something of rarity in Rethemi politics.

### THOEN, Keep [K1]

Realm: Orbaal
Holder: Clan Mordauk
Population: 70
Tribute: Lord of Sherwyn

The Jarin built Thoen keep in 609, but it fell to the Ivinians in 657. Turvald Mordauk, 26, has intellectual limitations and is easily influenced. He is gradually being persuaded by the Lord of Kjen to rebel against clan Sherwyn.

### THRAND, Keep [H1]

| | |
|---|---|
| Realm: Orbaal | Holder: Clan Trajaka |
| Population: 110 | Tribute: Lord of Pled |

Thrand keep was built by the Jarin in 490, and captured by the Ivinians in 670. Maalni Trajaka is 45 and often befuddled by drink. Members of the Trajaka thrangaad are considering replacing him.

### THURSA, Keep [I1]

| | |
|---|---|
| Realm: Orbaal | Holder: Clan Sardosk |
| Population: 120 | Tribute: Lord of Zuden |

Thursa keep was built by the Jarin in 538, and captured by the Ivinians in 653. Caadern Sardosk, 31, was elected Valhakar in 719 after his uncle choked to death on a piece of "tainted" meat. Caadern's election was primarily due to the sudden and violent deaths of all other potential candidates. He professes to be a devoted adherent of Sarajin, but has encouraged the building of a small Agrikan temple near Thursa.

### TIEKA Island [B10]

A hilly, forested island between Kamace and Anfla off the southwest coast of Hârn. Tieka has no permanent inhabitants, but seasonal fishing camps for the *Kamaki* and *Adaenum* exist.

### TIMBERWRIGHTS' Guild

The timberwrights guild has a monopoly on commercial logging. Timber rights are held by landowners, who are free to cut timber for their own use or that of their vassals, but only timberwrights may sell for profit. Timberwrights obtain licenses from the landowner for negotiated stumpage fees averaging 10-30% of selling price - it is generally a serious offence to cut trees without such license. Some timberwrights obtain lumber from wilderness areas, but this is not necessarily cheaper due to higher transportation and security costs. Most timberwrights operate a sawmill, where logs (timber) are sawn by hand into planks (lumber) of various dimensions. Their main customers are woodcrafters, shipwrights, masons, and charcoalers. Miners generally have the right to cut their own timber but often employ bonded timberwrights for their expertise.

### TIRPAL, Sea of [D3+]

A relatively calm sea, separating the Afarezirs from the mainland. Except for the occasional dragonship these waters are largely unsailed.

### TIRSA Islands [B6+]

A chain of some 22 islands in the Gulf of Pendos. Some of the islands are heathland, others have a mixture of heath and mixed forest. Westerly storms and gales are common, making the area dangerous for ships. Only the largest islands are inhabited by a few wild tribesmen of unknown origin. Rumors of pirate bases abound.

### TONOT, Keep [J4]

| | |
|---|---|
| Realm: Kaldor | Holder: Baron Pierstel |
| Population: 315 | Liege: Earl of Kiban |

The most northerly keep of Kaldor, Tonot was built around 200 to guard the eastern borders of the Kingdom of Nurelia and to stem the raids of the Taelda. Uthris Pierstel is a renowned warrior who enjoys hunting and "Gargun-bashing", but his frequent absences are a detriment to the sound management of his estates.

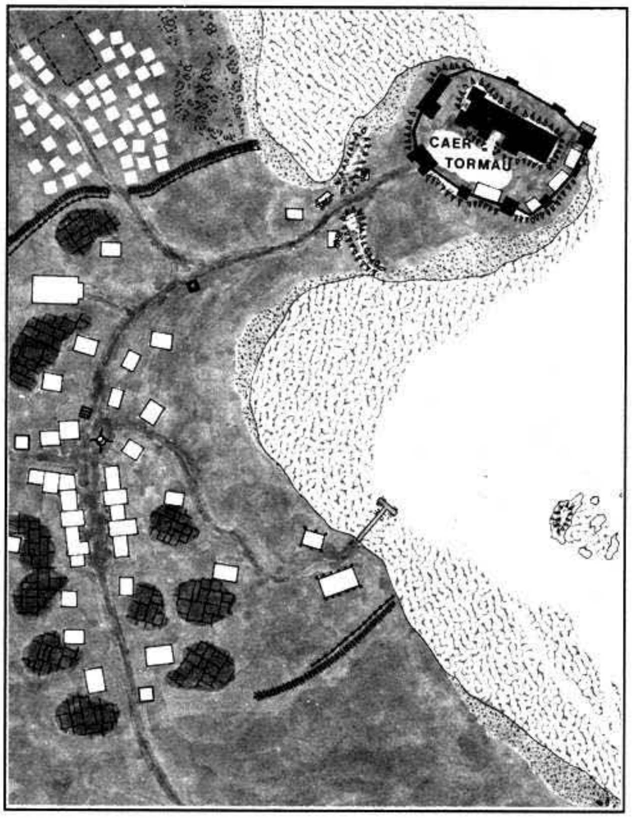
### TONTURY Lake [L5+]

Hârn's second largest lake, Tontury is located in eastern Kaldor. The Darl River, a tributary of the Osel, feeds and drains the lake. The mysterious Ilmen Marshes, home of the strange *Ilme*, lie along the southeast shore.

### TORMAU, Castle [C6]

| | |
|---|---|
| Realm: Rethem | Holder: Earl of Tormau |
| Population: 600 | Liege: King of Rethem |

The principal seat of Earl Lynnaeus. Built in 405 as a Corani keep, Tormau has been held by clan Lynnaeus since 588. They maintained their fief during the conquest of Rethem by Arlun the Barbarian by the simple expedient of supporting Arlun's invasion. The present earl, Denyl Lynnaeus, detests Chafin III, whom he believes wants to seize some of his lands. Denyl is the most powerful of the three tenants-in-chief in Rethem, holding Dasen, Ithius, and Weseda keeps, and receiving fealty from the Barons of Henwe, Quiso, and Quste. The earl is an astute politician, but is carefully building and training a mercenary army for an expected civil war with the Rethemi king.



**TORTHAN, Keep [E8]**

| | |
|---|---|
| Realm: Kanday | Holder:Sheriff of Toren |
| Population: 350 | Liege: King of Kanday |

A royal keep and the shire moot of Torenshire. Torthan was the center of the petty kingdom of Alatar, ruled by clan Dargen from 590 to 689. The kingdom was in the midst of a succession crisis when the fall of Sarkum and Hebon to Rethem caused it, along with most of the other minor states in the area, to unite with Kanday. The Sheriff of Toren is Sir Marik of Dargever, a descendant of the kings of Alatar.

**TOSET, The**

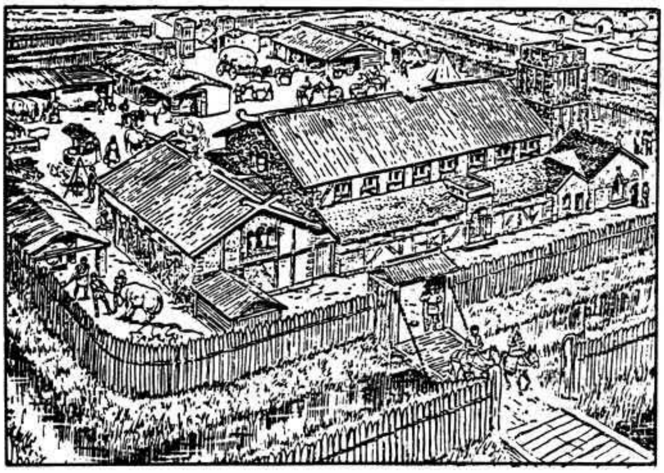
A Gargun nation of mostly Gargu-arak dwelling in the highlands of eastern Equeth. They are constantly at war with the *Equani* with whom they share their range.

**TROBRIDGE INN [H6]**

An independent inn, owned and operated by the Mercantylers' Guild at a ford of the Farin River. The inn, a traditional layover for Salt Route caravans, is fortified much like a manor and has its own village, croplands, and pasture. It exists on the sufferance of the surrounding Chelni tribesmen, who could destroy the inn any time they wished, but prefer to use it as a trading post where civilized goods can be obtained. The Chelni gather near Trobridge Inn in the early spring, holding a noisy and rambunctious moot, while engaging in trade.

The inn was built in 646 by the Mercantylers' Guild, under a special charter from the Mangai, and is currently operated by a freemaster innkeeper who splits his profits with the Mercantylers' Guild. As the name suggests, there was once a bridge here, but it was washed away in 717. Plans to build a new bridge are awaiting the accumulation of sufficient capital from a stiff toll of 3d per person/animal that is charged to all travellers.

The adjacent village is a rendezvous for outlaws and riff-raff from all over Hârn. One such is Kurson of Ondailis, a brigand with ambition to ascend to the nobility. Kurson has a manor adjacent to the inn and is the real power at Trobridge. He has roughly 20 armed retainers in his employ and has offered both Tharda and Kaldor his "fief" in return for a knighthood. The days of the inn's independence may be numbered as both states covet it as an outpost.



**TULEME Falls [J6]**

A series of waterfalls with a total height of 50 feet on the Kald River, 20 leagues upstream from Ulfshafen. The falls destroy continuous navigation on the Kald. Plans to build a canal around the falls have been proposed to kings of Kaldor on many occasions, but other than the odd survey, nothing has been done. Located on the border of the Sindarin Kingdom of Evael, the falls are often said to be enchanted.

**TULWYN, The**

A warlike nation of merciless barbarians who inhabit the wilderness of Athul. They are divided into some 90 tribes, each of 60-150 persons. They live simple, semi-nomadic lives, moving from one locale to another every few years. As with most barbarian tribes, their religion is a common form animism where all objects and animals possess some sort of spirit. The Tulwyn are quite familiar with the products of civilization. They use many contemporary weapons and implements taken from traders along the Salt Route which they terrorize. For many years, the Tulwyn and Thardic legionaires based at Fort Taztos, have fought an ongoing war of ambush and atrocity against each other. The Tulwyn never cross the Farin River, a taboo related to some unpleasant experience with the Pesino ruins.

**TUVEN, River [N10]**

Melderyn's only significant river. The Tuven estuary is one of the busiest waterways in the Hârnic Isles.

**TUZYN RECKONING**

The calender now used throughout Hârn takes the foundation of the Kingdom of Melderyn as its year one. Tuzyn Reckoning was devised in 130 by Tuzyn of Melderyn, a court astronomer in the reign of Erebir III, but was backdated to the founding of the kingdom. Throughout the last six centuries this calender has gradually been adopted by all Hârnic states, replacing a multitude of calenders, most too inaccurate to be useful. The Sindarin and the Khuzdul, however, still retain their own calenders. Most uncivilized tribes use some form of sun/moon reckoning. Dates given in Tuzyn Reckoning may be preceded or followed by the symbol "TR". Historians have come to use "BT" (Before Tuzyn) to identify years before the foundation of Melderyn.

The Tuzyn calender has 12 lunar months, each of 30 days, for a total of 360 days in one Hârnic year. The names of the months are:

| Spring | Summer | Autumn | Winter |
|---|---|---|---|
| 1. Nuzyael | 4. Nolus | 7. Azura | 10. Ilvin |
| 2. Peonu | 5. Larane | 8. Halane | 11. Navek |
| 3. Kelen | 6. Agrazhar | 9. Savor | 12. Morgat |

A new moon occurs on the 30th day of each month (Yaelmor) and a full moon on the 15th (Yaelah). Both are holidays in most parts of Hârn. There are other holidays scattered throughout the year based on planting, harvesting, and religious festivals, but these vary by locale. The first day of the year is deemed the beginning of Spring. It was originally set to coincide with the vernal equinox but an error of nearly one day has since developed.

# U

### ULDIEN, Keep [K5]

Realm: Kaldor Holder: Baron Ubael
Population: 285 Liege: Earl of Kiban

Uldien keep is of recent origin, being first built in 569. The keep is held by Karsin Ubael, who is related to the king by marriage as well as being the brother in law of the Baron of Kobe. Although not one of Kaldor's wealthiest nobles, Karsin's 14 year old eldest son (also named Karsin) has a distant claim to the throne, since his maternal grandmother, Lenera Elendsa, was a sister of King Miginath.

### ULFSHAFEN, Castle (J7)

Realm: Evael Holder: Prince Nimfalas
Population: 400 Liege: King of Evael

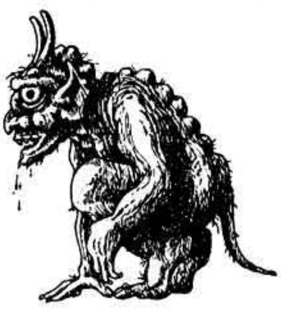
An elven castle and seaport on the right bank of the Kald River at the mouth of the Enorien. This small port handles all of the kingdom's limited maritime trade. The population is mainly human, descendants of Jarin who were allowed to settle here after the Atani Wars some fourteen centuries ago. This Jarin colony, and a smaller one at Elshavel, are the only human residents of Evael. The Sindarin seem content to have the Jarin as intermediaries between themselves and the traders of Hârn and Lythia. Ulfshafen is the port from which Sindarin periodically set sail for the *Blessed Realm*.

### ULMERIEN, River [L7+]

A river rising in the highlands of Anadel, flowing northwards to Burzyn and then southwest to the sea. The area around its mouth is swampy. The Ulmerien, some 58 leagues in length, is navigable to Burzyn and is the de-facto border of Chybisa on the north, east, and west.

### UMBATHRI, Ivashu

A variety of *Ivashu*. The Umbathri, or Hârnic Gargoyle, is humanoid, squat, and almost unbearably ugly. Of considerable intelligence, the Umbathri lives only partly on the same "plane of existence" as mortal creatures. In this sense they may be thought of as demons. They display varying levels of insanity, and although they seem to derive pleasure from terrorizing those they encounter, they rarely attack. They are immune to ordinary weapons but highly sensitive to magic. It is not known whether they eat or drink in any normal sense. They rarely exceed two feet in height and are generally encountered in insanely-babbling packs of 4-24.



### UMENFJORD [H1+]

An Orbaalese fjord, 12 leagues in length. Several small islands and hazardous reefs lie at its seaward entrance. The keeps of Hjael and Utera guard its northern coast.

### UPPER OSEL [K6+]

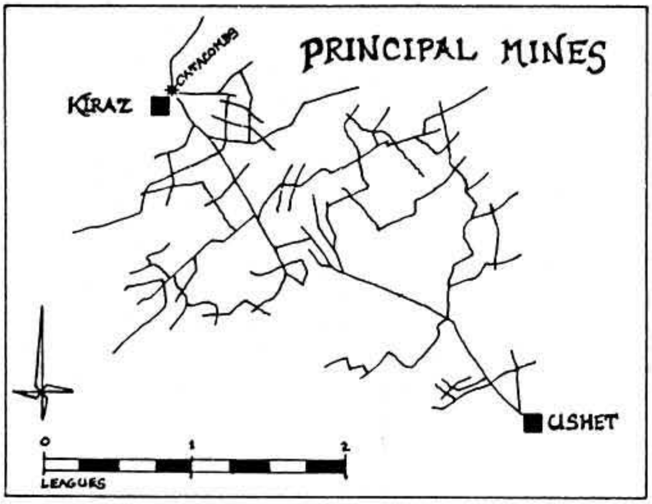
A forested highland of southeastern Kaldor. Although claimed by both Kaldor (Oselmarch) and Chybisa, *Pagaelin* tribes are the real masters of the region.

### URDU, The

Nomadic tribesmen who inhabit a range lying between the Chetul and Pemetta rivers in northwestern Hârn. They are organized into about 70 tribes, each of 80-200 persons. The Urdu are culturally similar to the *Kubora* and *Equani*. Some say they are the most peaceful of the three northwest tribes, but this is only in comparison to the ferocity of the other two.

### USHET [F4]

A Gargun cave-complex near Kiraz, to which it is connected by former Khuzan mining tunnels. Ushet is inhabited by a hybrid culture of Gargu-khanu and their Gargu-arak and Gargu-hyeka slaves. This colony of roughly 900 gargun has sought for centuries to colonize Kiraz, but as yet have been unable to penetrate the enchanted gates which seal the city.



### UTERA, Keep [H1]

Realm: Orbaal Holder: Clan Laksit
Population: 120 Tribute: Lord of Keiren

Utera keep was built by the Jarin in 564 and captured by the Ivinians in 672 after a three month siege. It was conquered by Horvald Laksit. He is now eighty, growing senile, and not expected to live through 720.

### UTHEL, River [F4,E4]

A river rising within the abandoned Khuzan city of Kiraz. When Kiraz was inhabited the Uthel was used as a transportation route. Many Khuzan hunting lodges, some still in good repair, exist along its banks.

# V

**VAAGEL, Castle [H2]**

Realm: Orbaal
Holder: Clan Karolaan
Population: 220
Tribute: King of Orbaal

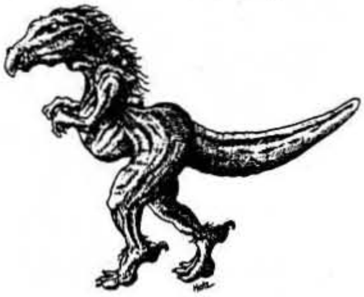
The Jarin built a keep here in 461, but it was expanded into a castle between 681-690 after its capture by the Ivinians in 670. Halvor Karolaan is 48 and suffers from epilepsy. He is a brilliant man largely responsible for planning the first raid on Thay. Halvor very much wishes to see a united Orbaal, a sentiment not shared by most other clans. Clan Karolaan is a branch of clan Karol from Jarenmark in Ivinia. Since 716 there has been a feud between the Karolaans and the Storzands of Pled. Vaagel receives tribute from Aaldem and Daasen.

**VIKOD, Cape [A4]**

The most western point of the Hârnic mainland. It is rarely seen because access by land is difficult and mariners like to give this lee headland a wide berth due to offshore reefs. Superstitious mariners (most are) believe that the very sight of Cape Vikod is a bad omen.

**VLASTA, Ivashu**

A type of the *Ivashu* that rarely exceed eighteen inches in height or twenty pounds in weight. With their powerful tails and hind legs, Vlasta can leap twenty feet with ease and can move with great speed over short distances. They are voracious carnivores, feeding mostly on small rodents, but they will attack creatures as large as a man. They attack large creatures by leaping at the face, greedily consuming the eyes. They have fleshy, beak-like snouts which they sometimes use for this purpose, but they also employ their fine, delicate hands to extract the "delicacy". Because they can move and dodge with great agility, striking a Vlasta is very difficult, but if a blow is landed, their fragile hollow bones break easily. Vlasta are mostly grayish-brown in color, but may also be dark gray, ochre yellow, or black. They are encountered in caverns in groups of 2-12.



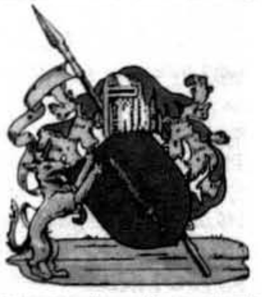
**VOLD, Keep [G2]**

Realm: Orbaal
Holder: Clan Maaren
Population: 160
Tribute: Lord of Arathel

The last Jarin keep captured by the Ivinians, falling in 676. The original keep was built in in 593. The current valhakar is Thurri Maaren, 39, a man of limited vision and intelligence. He has the stubbornness typical of an ignorant man. The Maarens are a branch of clan Maar from Menglana.

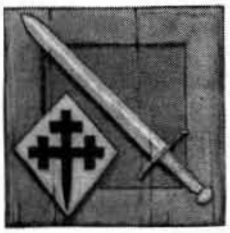
# W

**WARRIORS OF MAMEKA, Order of the**



The Agrikan fighting-order sponsored by the clerical order, *Mameka the Master of Steel.* The order has a keep at Bedenes and crusades against the tribes of Peran where, among the Kubora, it is far from popular. The ambition of the Warriors of Mameka is to re-establish a keep at Kustan. Bedenes may have been granted to the order by King Nemiran of Rethem, but no record of such grant exists. The order may have seized the district from its legal holder around 690 when Rethem was involved in a war with Kanday; the keep itself dates from 699.

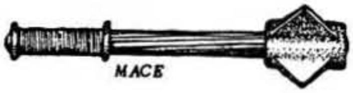
**WEAPONCRAFTERS' Guild**

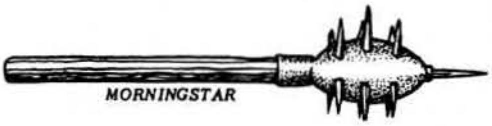


The Weaponcrafters' guild has a monopoly on the design, manufacture and sale of all weapons and armour, although the making of bows and arrows and crude weapons by the peasantry is allowed. Weaponcrafters are highly respected, especially by the nobility they principally serve.

A master weaponcrafter will either own a franchise in some town, or be bonded to a noble household. Most armies have bonded weaponcrafters serving with them. Weapon and armour prices are very high, partly due to the expertise required for their manufacture, but mostly because the nobility requires that prices be inflated to prevent the lower classes from obtaining good weapons. Certain classes of weapon are also deemed "chivalric" and may not be borne by persons not of gentle birth.

Some weaponcrafters specialize in the making of armour. The most common armours found on Hârn are ring, scale, and mail. Plate armour is rare and articulated plate armour does not exist. The prices of average quality, common weapons and armour are given in the price list. For detailed information on weapons and armour, see our rule system ***HârnMaster.***





**WEBEN, River [G3]**

A swift flowing river rising near Mount Ebon in the Rayesha Mountains, joining with the Foy River to become the Peliryn. The Weben has a notorious stretch of treacherous rapids along its course, called by the local tribesmen "Wajok's Wrath" after their river god. Unwary travellers may be cast into the waters to appease the god.

**WEIGHTS AND MEASURES**

The Hârnic system of weights and measures was imported from Lythia.

**Linear**
12 Inches = 1 Foot
3 Feet = 1 Yard
4400 Yards = 1 League

**Area**
4900 Sq.Yds = 1 Acre
30 Acres = 1 Yardland
120 Acres = 1 Hide

**Weight**
16 Drams = 1 Ounce
16 Ounces = 1 Pound
100 Pounds = 1 Hundred
2000 Pounds = 1 Ton

**Liquid Volume**
2 Pints = 1 Quart
4 Quarts= 1 Gallon
50 Gallons = 1 Hogshead

**Dry Volume**
4 Pecks = 1 Bushel
8 Bushels= 1 Quarter
4 Quarters= 1 Tun

**Time**
60 Minutes = 1 Hour
24 Hours = 1 Day
30 Days = 1 Month
12 Months = 1 Year

**WEND, River [I6]**

A river rising in the highlands of the Shava Forest, flowing eastwards into the Kald River at Tuleme Falls. The river is considered to be the northern border of the Kingdom of Evael.

**WESEDA, Keep [D7]**

Realm: Rethem
Holder: Constable
Population: 275
Liege: Earl of Tormau

Weseda keep was built by the Earl of Tormau in 711 without royal approval. It was built atop an ancient hill fort which dates from the fifth century BT. The earl's constable is Sir Petryn of Horsik.

**WETHOM, Keep [G2]**

Realm: Orbaal
Holder: Clan Kyrodwe
Population: 120
Tribute: Lord of Arathel

Clan Kyrodwe is related to Clan Cyeen of Arathel and both are "tainted" by Jarin blood. Built in 705, Wethom is a typical Ivinian thran, a neat cluster of clanhouses, surrounded by a circular, wooden palisade. Ydraan Kyrodwe is 51, a bold and adventurous man who is a second cousin of the Lord of Arathel. The Kyrodwes were founded when Ydraan parted peacefully with the Cyeens of Arathel and led a group of settlers to begin the colony at Wethom.

**WHARO, Keep [N10]**

Realm: Melderyn
Holder: Baron Chorlon
Population: 485
Liege: Earl of Nurisel

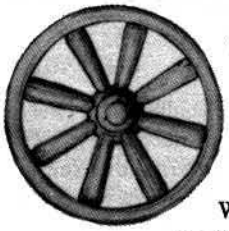
The Jarin settled in the region around Wharo c.1200 BT and built a hillfort which is now the site of this keep. The present stone keep was built in 356, replacing an earlier wooden structure built in the first century BT. The baron, Sir Ranald Chorlon, 68, although troubled with gout, is proud of his ability to still ride and hunt with consummate skill.

**WINEN, Keep [C6]**

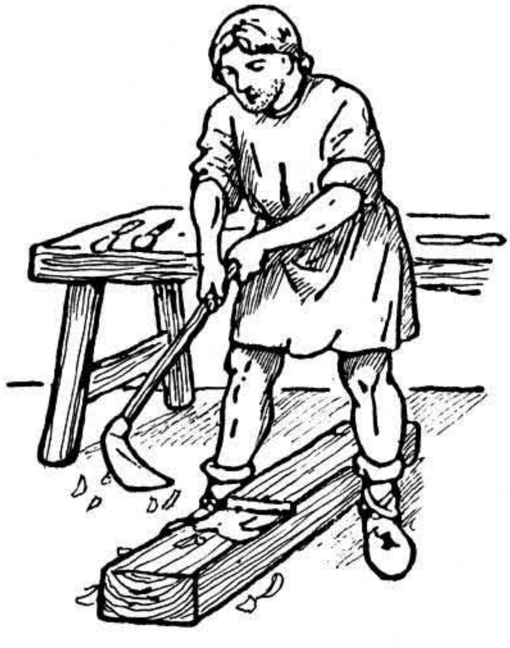
Realm: Rethem
Holder: Sheriff of Hohnam
Population: 310
Liege: King of Rethem

The shire moot of Hohnamshire. Winen keep was built in 701 on royal lands by Chafin I as a check to the growing power of clan Lynnaeus of Tormau. The sheriff is Sir Rihar of Porteh, a notorious scoundrel of little imagination but considerable ambition. The present Earl of Tormau has been attempting to sway Sir Rihar's loyalty, and if only as a political expedient, the sheriff is sympathetic to the earl.

**WOODCRAFTERS' Guild**



A master woodcrafter has the skills of carpenter, cabinet-maker, cooper, and wainwright. Woodcrafters are one of the largest and most important guilds; they produce a vast array of goods including furniture, boxes, barrels, wagons, ladders, and tool handles. Woodcrafters are often involved in construction projects under masons, and where stone is not involved, may actually supervise building.



**WOSE, River [H4]**

A river rising in the eastern Rayesha Mountains, flowing southwest into Lake Benath. The river crosses the wooded plain of Misyn and is sometimes referred as the "Cloaca of Ilvir".

**WUROKIN, The**

A Gargun "nation" of Gargu-arak dwelling south of the Anoth Delta.

# Y

### YAEL, Keep [N8]

| | |
|---|---|
| Realm: Melderyn | Holder: Baron Duathane |
| Population: 305 | Liege: King of Melderyn |

A barony in Birenshire, held directly from the Melderyni king. Yael was built in 645 by Halat Duathane, father of the present lord. The keep's name originated when a total lunar eclipse occurred during construction. Halat thought this a good omen and named his new home after Kethira's moon. The present baron, Etosir Duathane, is 65 and in failing health.

### YAELIN Island [H8]

The sixth largest of the Hârnic Isles, lying in the Gulf of Chakro. Yaelin has no permanent inhabitants, but is visited from time to time by various seafarers and by the Sindarin. An ancient legend, possibly Sindarin in origin, recounts that Siem's servant Sereniel forged Kethira's moon "of the stuff of the deep Gods, beneath Yaelin Isle, and quenched it he in Chakro's Gulf". This legend accounts for the island's name.

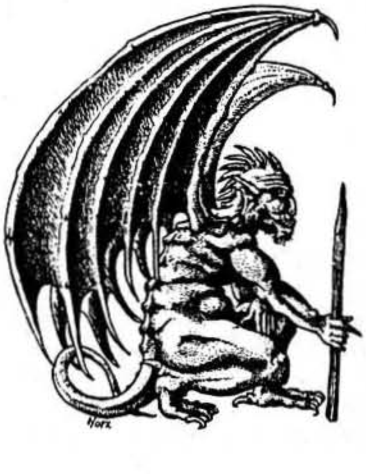
### YEGED, Keep [J4]

| | |
|---|---|
| Realm: Kaldor | Holder: Baron Londel |
| Population: 360 | Liege: Earl of Gardiren |

The original keep was built in 140 by the Kingdom of Nurelia. The baron, Churus Londel, is a foolish romantic. He welcomes harpers and thespians to his court, and is fond of entertaining guests with his own compositions. His wife, Urila, is the real administrator of the baron's estates. Her political acumen is remarkable.

### YELGRI (The Hârnic Harpie)

These semi-intelligent, quasi-reptilian, scallop-winged humanoids are now rare on Hârn. They inhabit high mountains and some dense forests. They are shorter than man and light-boned, but still have to flap their leathery wings rapidly to get airborne. Their wingspans reach a maximum of thirty feet. Yelgri are predatory carnivores. They have taloned feet, but also use primitive weapons to hunt, mostly spears and clubs. They are generally hostile to man, and will be encountered in "flocks" of 2-12 or more.

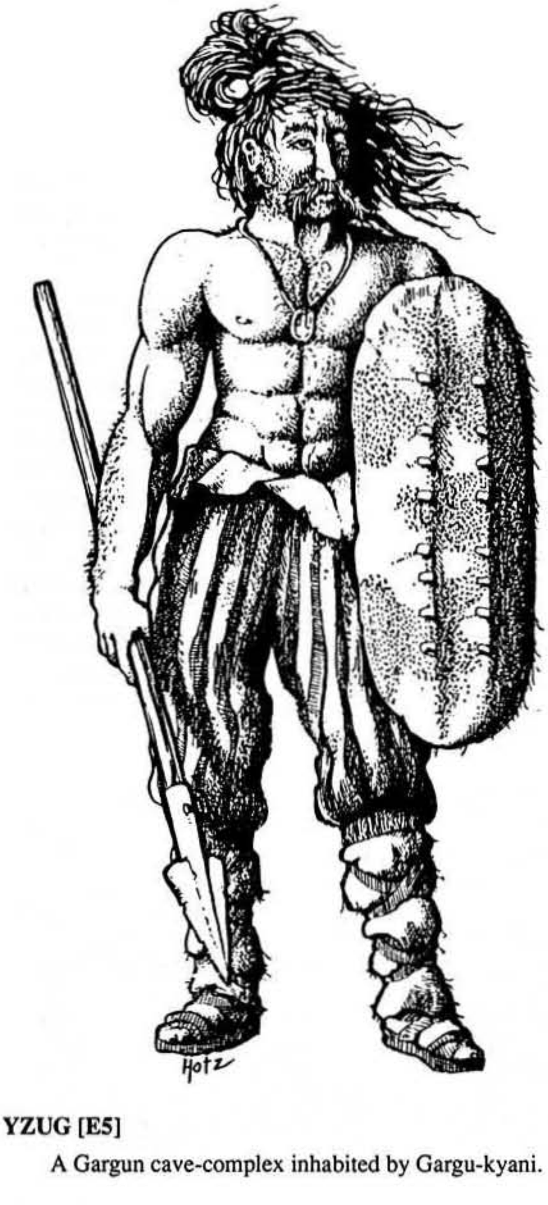


### YELLOW HAND, Order of

A clerical order of the Church of Ilvir based at the Ilvirian temple in Tashal. This order is engaged in promoting Ilvirian pilgrimages to Araka-Kalai, although many clerics seem to be more interested in exploring the ruins of Kelapyn-Anuz which lie beneath Tashal. They believe holy relics sacred to their deity lie hidden there.

### YMODI, The

Wild and fierce forest tribesmen of Himod in northern Hârn. There are around 25 tribes, each ranging in number from 40-120. The Ymodi are beleaguered by the *Equani* to the west, Anoa to the east, and and Gargun to the north and south. They survive only because of their considerable skill with weapons, notably the bow and spear. They consider Mt Niphel, the highest peak of the Rayeshas, to be sacred. Viewed from Himod, this mountain has the profile of a sleeping bear. The Ymodi tribesmen consider it taboo and will try to prevent access for fear of "awakening the beast".



### YZUG [E5]

A Gargun cave-complex inhabited by Gargu-kyani.

# Z

### ZAZA, Keep [D6]

| | |
|---|---|
| Realm: Rethem | Holder: Baron Paque |
| Population: 285 | Liege: Earl of Ithiko |

Zaza keep was built by the Corani Empire in 403. Arlun the Barbarian, fond of hunting in the vicinity, improved its defenses during his reign. The barony was created by King Nemiran in 677 when he granted Zaza to clan Paque after being petitioned by the Earl of Ithiko. The present baron, Styfen Paque, is carefully considering his loyalties in view of the enmity between the earls of Tormau and Ithiko.

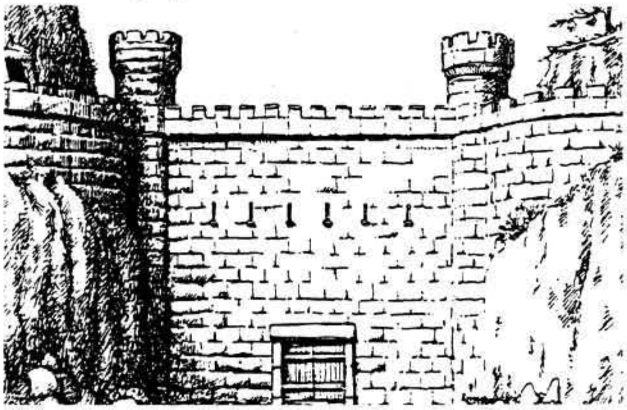
### ZEDABIR [K3]

A Gargun cave-complex inhabited by Gargu-viasal.

### ZERHUN, Castle [L4]

| | |
|---|---|
| Realm: Azadmere | Holder: Crown Prince |
| Population: 200 | Liege: King of Azadmere |

A Khuzan stronghold at the south end of Arain Lake. The site has been fortified for seven thousand years, strategically placed to guard the approaches to Azadmere. It is the traditional the hold of the Khuzan Crown Prince. The fortress is built into rugged cliffs overlooking the Silver Way, but only the upper ramparts are readily visible to passers by. Most of the structure is tunnelled into the rock; caverns and mines run deep within the surrounding mountains, some reaching as far as Mt. Jentzu. However, none can miss the barbican, a seventy foot stone wall, more than ten feet thick, which barricades the Azadmere road. The only way to pass this point is through an iron-faced oak gate of marvellous balance and strength. The wall and ramparts are well guarded. None may pass without permission of the Khuzan prince. Zerhun is garrisoned by four companies of elite Khuzan warriors, one company of High Guard, and three companies of Low Guard. A company of Jarin mounted foot (feudal levy from Habe) is also stationed at the nearby village of Pedwar, one quarter of a mile inside the gate. They patrol the Silver Way as far south as the Guthe Ford. Skirmishes between them and Gargun patrols from Fana are common.



### ZERIEN, Keep [E7]

| | |
|---|---|
| Realm: Kanday | Holder: Baron Irien |
| Population: 345 | Liege: Earl of Selvos |

Built as a Corani fort in 432, Zerien was captured for Kanday by the *Checkered Shield* in 626. The barony was created in 701 when Petryn Irien was made a vassal of the Earl of Selvos. He is 53, a hardened veteran of border skirmishes.

### ZHAKOM [L3]

A Gargun cave-complex inhabited by Gargu-khanu and Gargu-hyeka. They are a constant threat to Azadmere.

### ZOBEN, Keep [K5]

| | |
|---|---|
| Realm: Kaldor | Holder: Constable |
| Population: 295 | Liege: Earl of Minarsas |

Zoben keep was built in 70 TR by the early Jarin kingdom of Arwn, but has been rebuilt several times. The constable, Sir Coreth of Lothlar, appointed in 717, is a skillful administrator. Local legend has it that the shade of a murdered Jarin lord sometimes walks the great hall. It is popularly believed that this ghost is Owain the Martyr, a semi-legendary ruler of the petty kingdom of Darlen during the time of Lothrim. Owain was apparently lured to Zoben by the lords of Arwn with the promise of an alliance against Lothrim. Instead, he was betrayed and murdered. When the keep was repaired in 620 a headless skeleton was found behind a wall in the great hall.

### ZUDEN, Castle [I1]

| | |
|---|---|
| Realm: Orbaal | Clan: Ruindael |
| Population: 190 | Tribute: King of Orbaal |

Built by the Jarin in 526, Zuden was captured by the Ivinians in 657 and later expanded into a motte and bailey castle. Bjaal Ruindael is 43, a pirate often absent from Zuden. The Ruindaels receive tribute from the lords of Mul and Thursa.

### ZUILOS, Keep [M7]

| | |
|---|---|
| Realm: Melderyn | Holder: Baron Avonasen |
| Population: 315 | Liege: Earl of Karveth |

Zuilos was originally built c.180 TR. The barony, created in 630, was granted to this junior branch of the Avonas of Karveth. The current baron is 56 year old Mikkyl Avonasen, a younger son who inherited the title when his two elder brothers drowned in a shipwreck. Mikkyl studied at a Cherafir chantry in his youth, and is said to be a skilled Savoryan Shek-Pvar.

### ZYNHOLM, Keep [H2]

| | |
|---|---|
| Realm: Orbaal | Clan: Saargax |
| Population: 120 | Tribute: King of Orbaal |

Zynholm lies within the royal domain of Geldeheim and is held by Clan Saargax at the king's pleasure. A typical Ivinian thran with earth and wood ramparts and several clanhouses, Zynholm was built by the Ivinians in 677 to guard the entrance to the Geldesfjord. Melvold Saargax, twenty six, is a ruthless valhakar whose policies have gained him the nickname "the Viper". His eldest sister is one of the king's four (living) wives.

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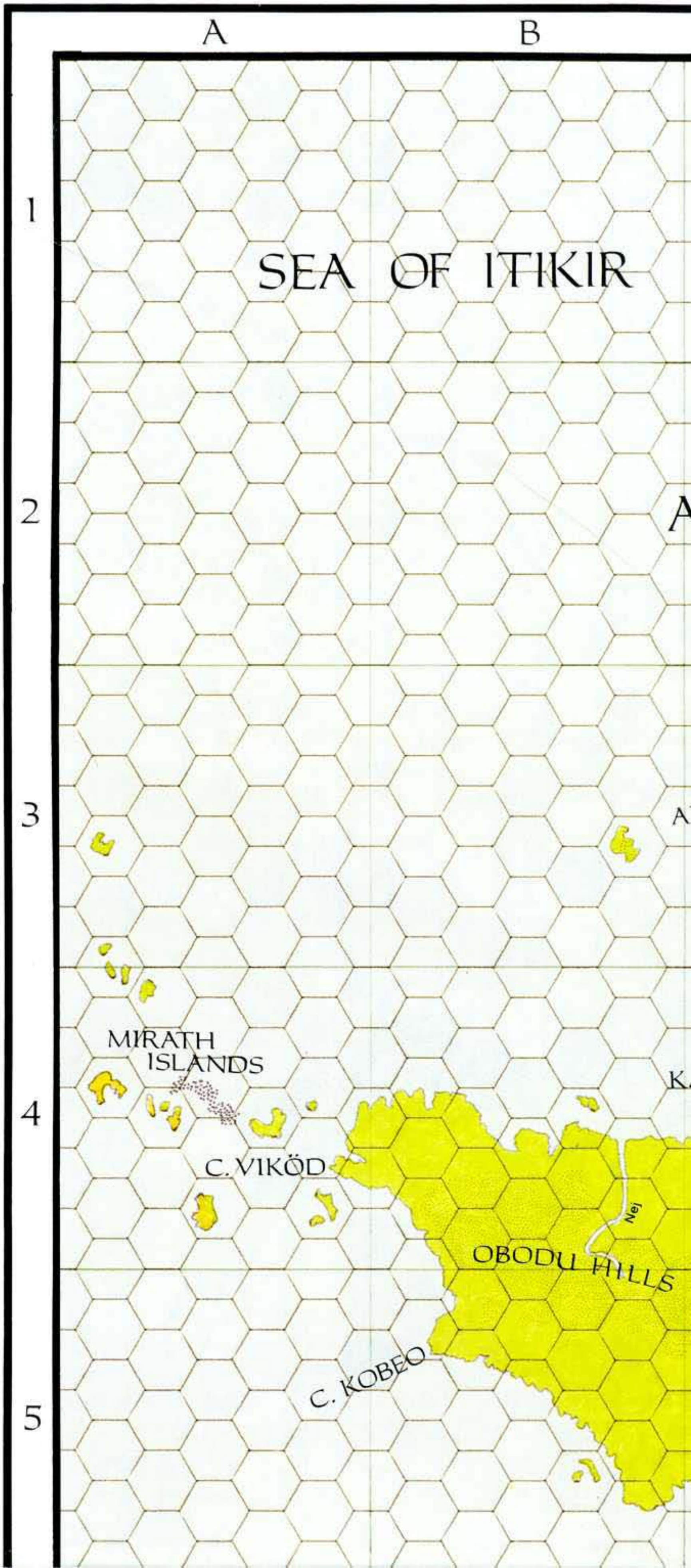
## KEY

- ICE, SNOW, OR ROCKFIELD
- ALPINE VEGETATION
- NEEDLELEAF FOREST
- MIXED FOREST
- MIXED WOODLAND
- HEATH
- CROPLAND & PASTURE
- WATER

- HILLS
- MOUNTAINS
- MARSHLAND
- REEF

- RIVER
- FORD
- RAPIDS
- CATARACT
- BRIDGE
- ▲ PEAK
- ■ WALLED TOWN
- ● CASTLE
- ○ KEEP ETC.
- ▽ POINT OF INTEREST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SEA OF ITIKIR
MIRATH ISLANDS
C. VIKÖD
C. KOBEO
OBODU HILLS
Nej

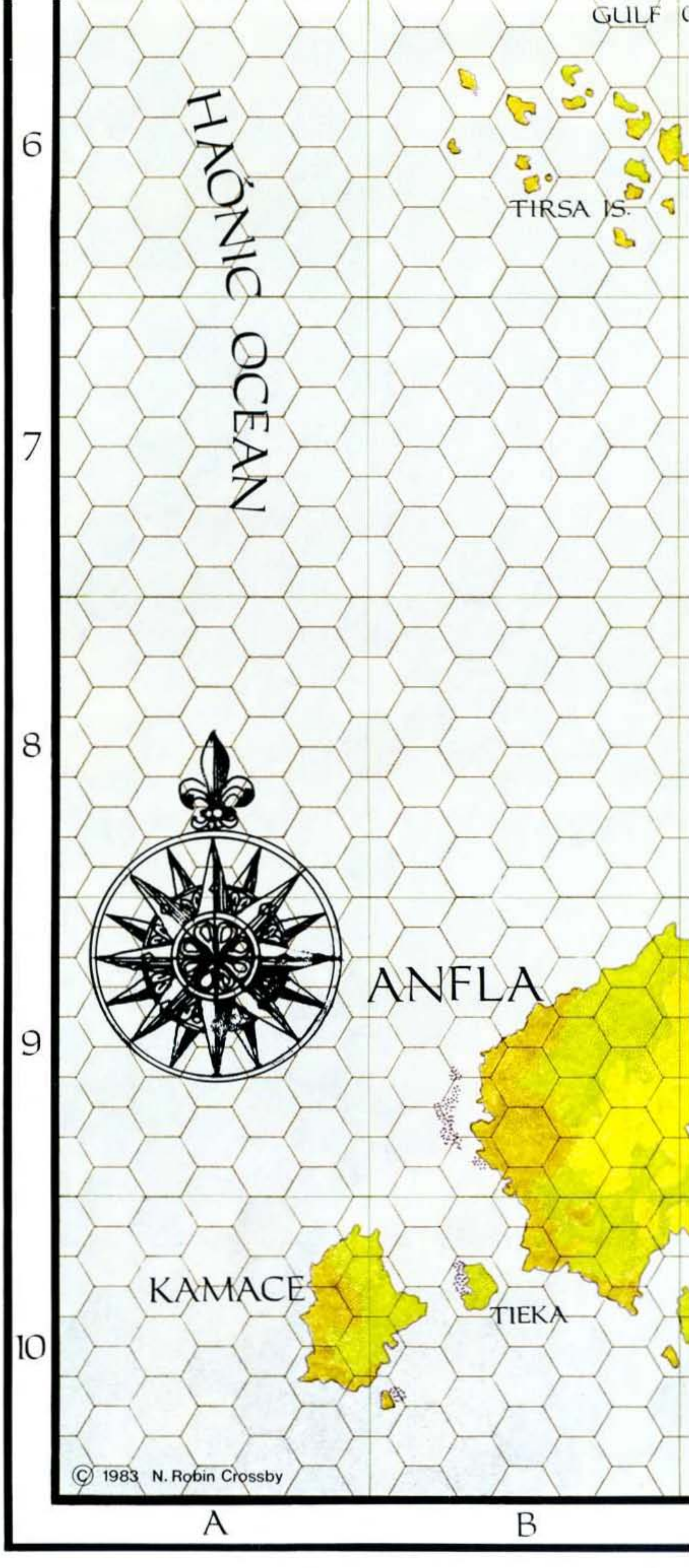
TRAIL

UNPAVED ROAD

ROAD

LITHO'D IN CANADA

One Hex (1cm) = 5 HARNISH LEAGUES
or Approx. 20km or 12.5 miles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HAŌNIC OCEAN
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ANFLA
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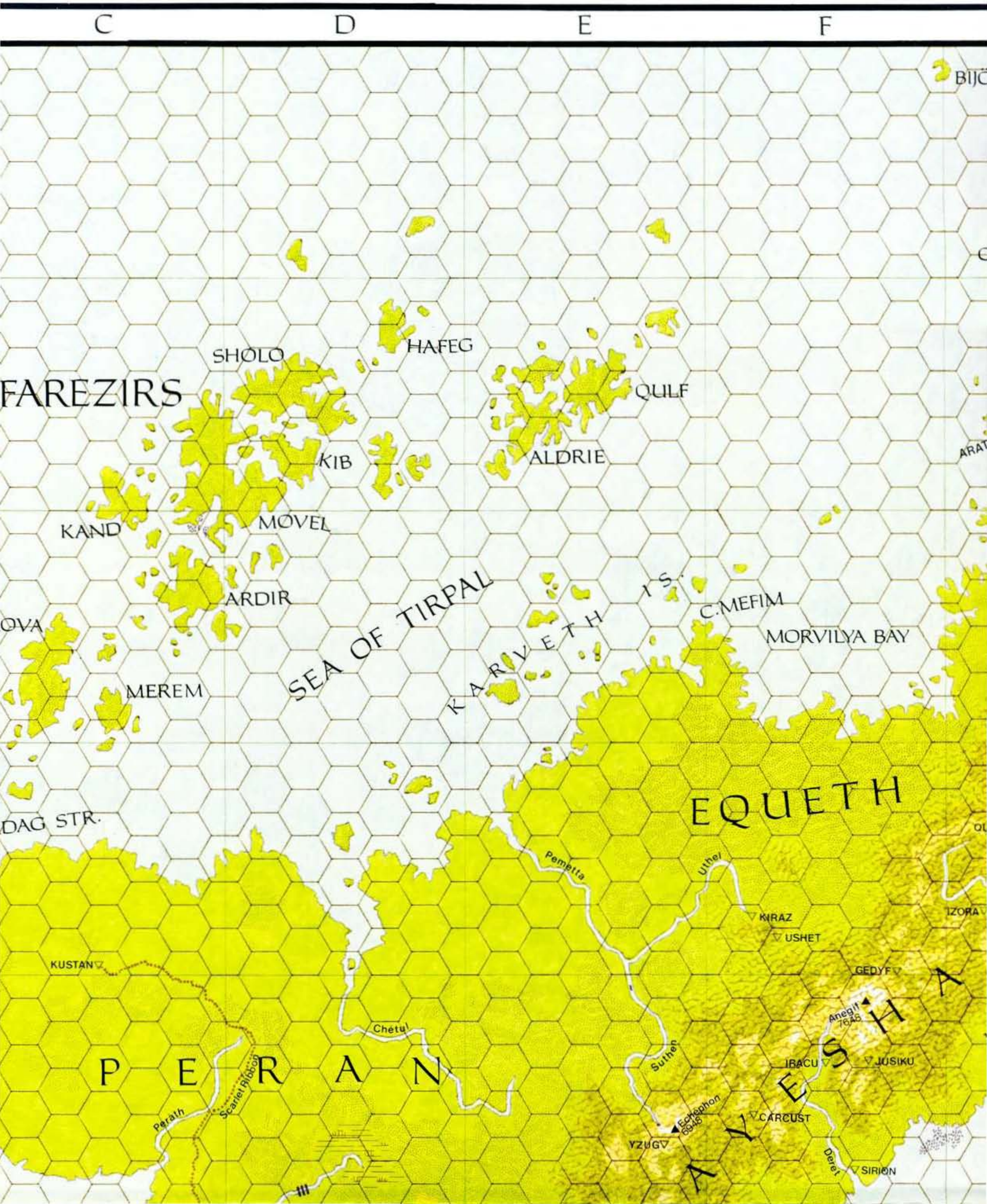
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C. MEFIM
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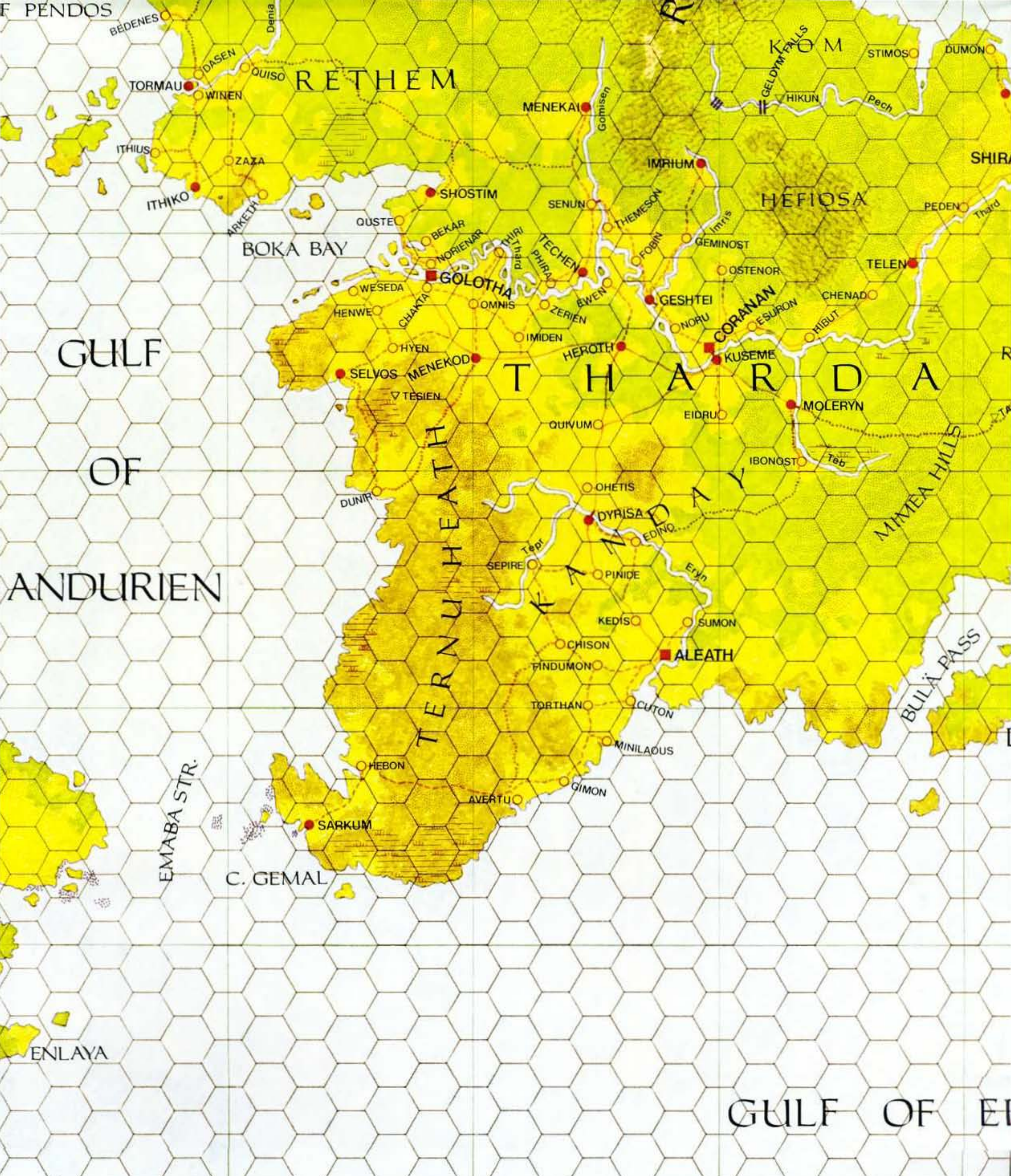
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SHOSTIM
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BEKAR
NORIENAR
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PHIRA
TECHEN
FOBIN
Imris
GEMINOST
BOKA BAY
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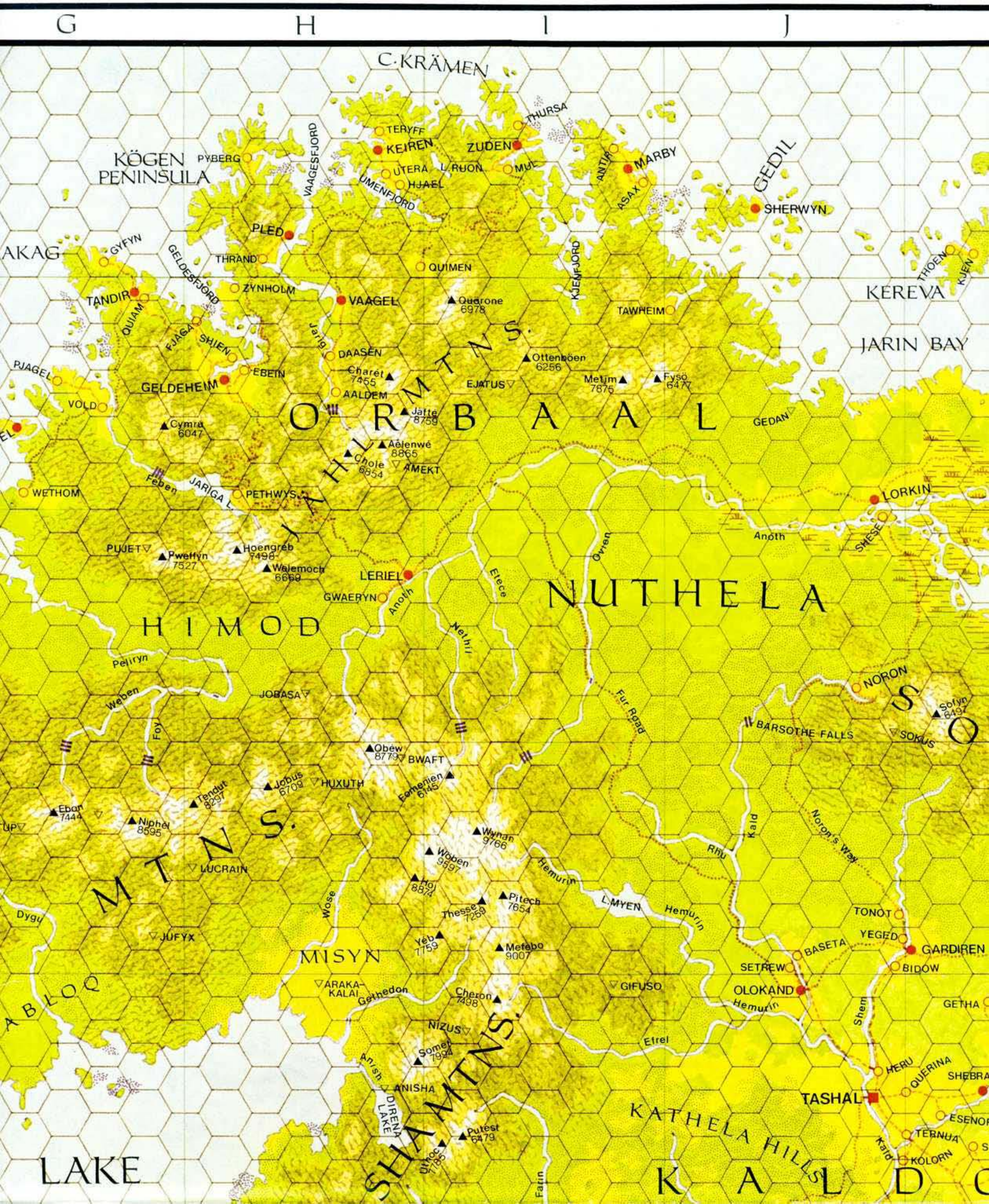
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ZYNHOLM
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DAASEN
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JARIN BAY
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Charet 7455
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Jobus 6709
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Tendut 8297
Ebon 7444
Niphel 8595
Wynan 9766
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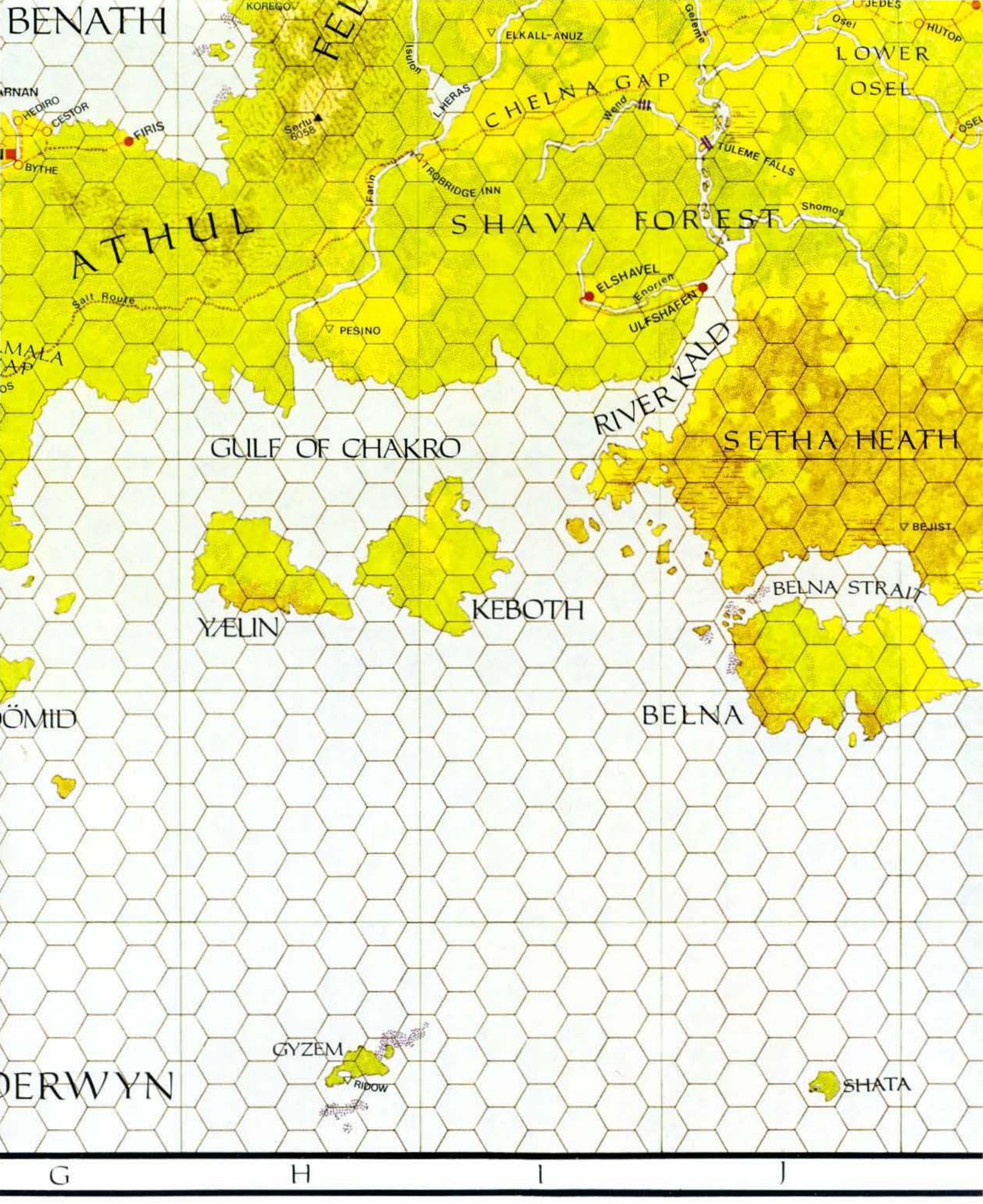
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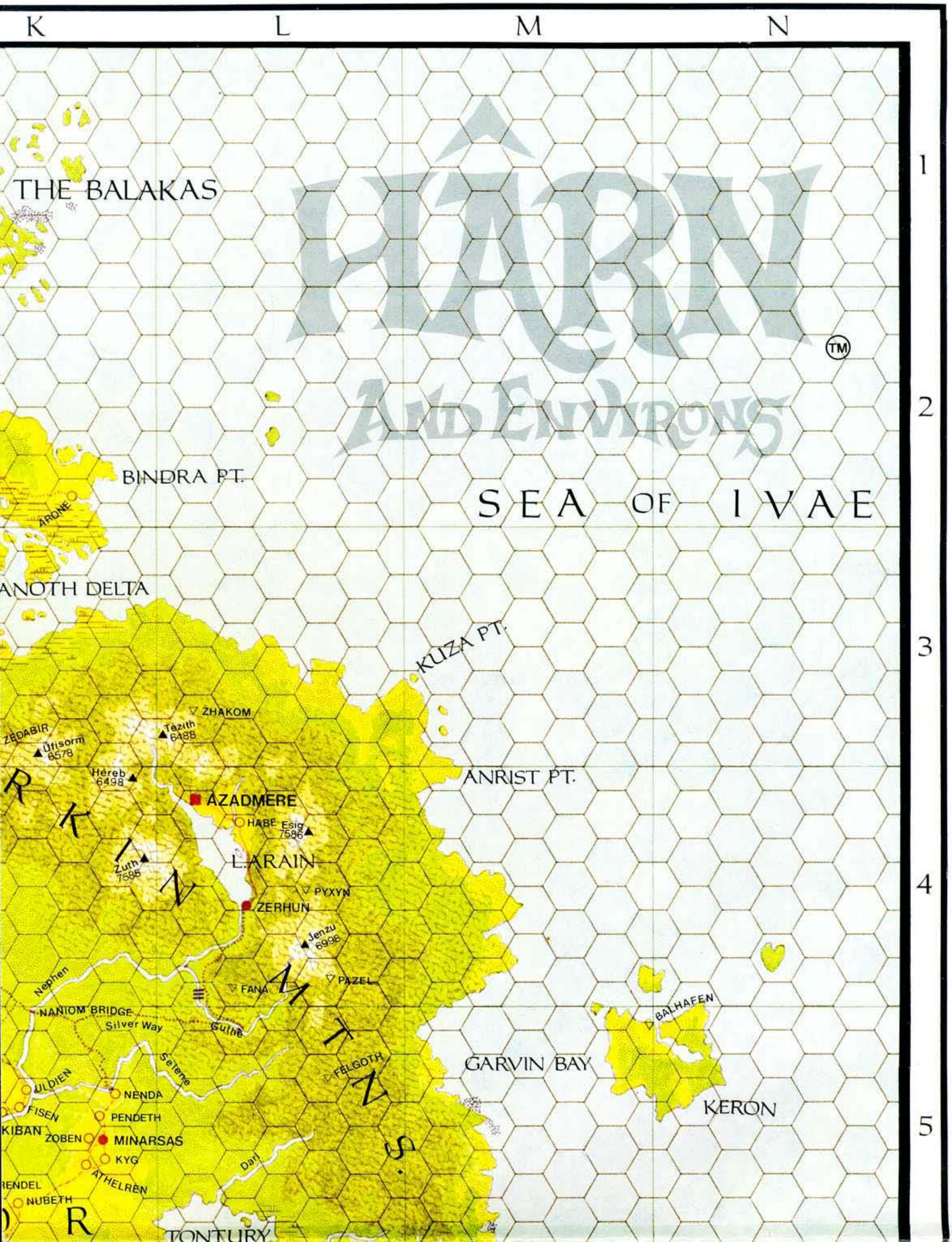
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HÂRN
AND ENVIRONS
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THE BALAKAS
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ZHAKOM
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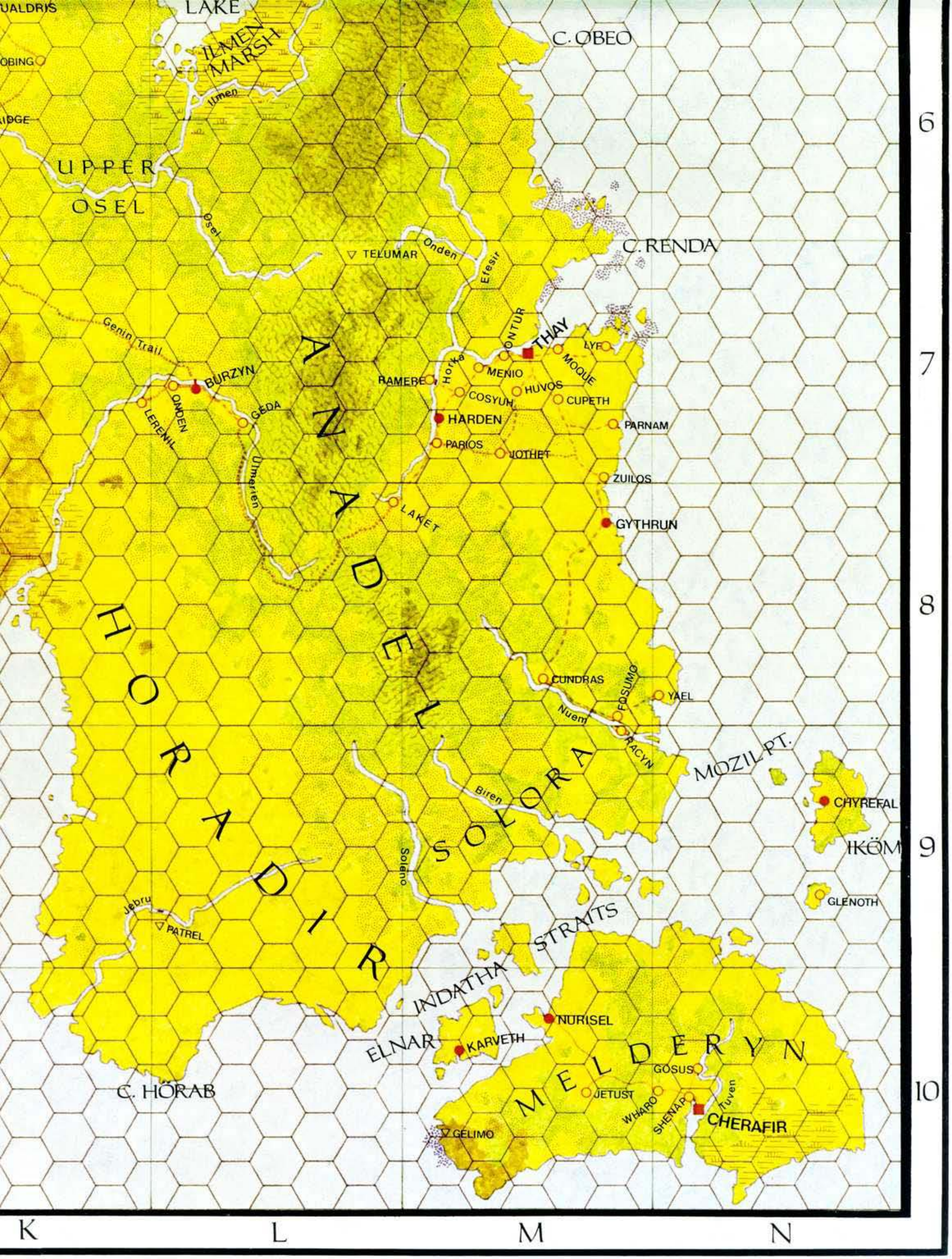
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Genin Trail
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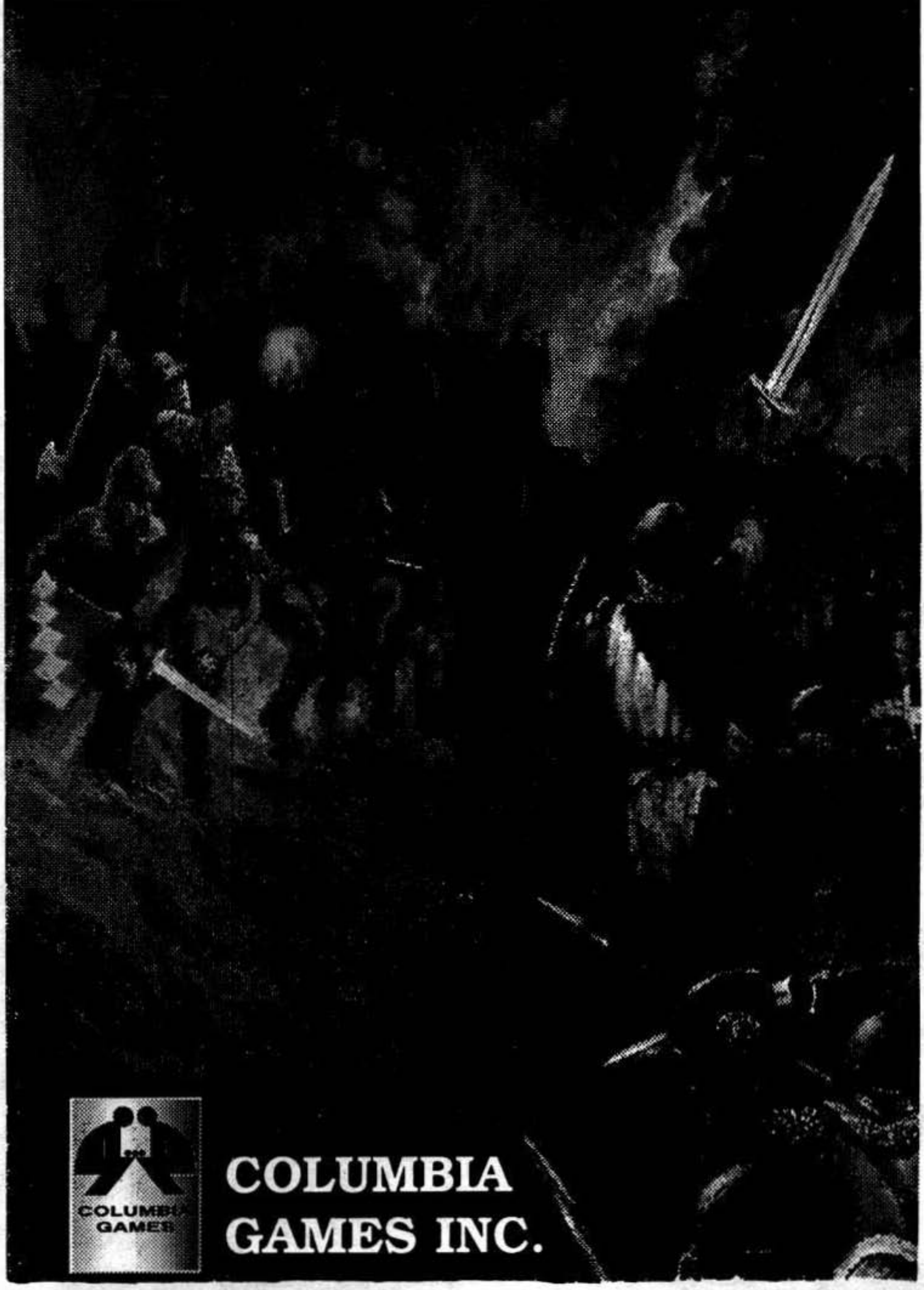
# HârnWorld™



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# A *Real* Fantasy...

***HârnWorld** was created by N. Robin Crossby, an Anglo-Welsh writer now living in western Canada. His fantasy world has received worldwide acclaim. The first edition of HârnWorld was published in 1983 and is now in its sixth printing.*

"Fantasy role-playing has three key elements: gamemastering, rules, and environment. The first needs little explanation; even the best rules and world cannot survive a bad GM, although they can make a talented rookie shine. Rules are no more than a set of guidelines, an attempt to formulate common sense while allowing some pretty weird stuff. *HârnWorld*, a fantasy environment, belongs to the third element.

"I believe that works of fantasy should be woven from familiar threads. It is impossible to describe an entire world, so readers must be able to fill in the gaps with their own knowledge. Over two million words currently describe Hârn, but lots more can and will be written. In the meantime, you can take comfort from knowing that this world operates under the same physical laws and social dynamics as medieval Europe.

"Of course, in fantasy role playing, most players are willing to accept that magic works and that fell beasties roam the wilderness. The trick is to make them believable. Powerful mages and outlandish beasts certainly exist on Hârn, but they operate under plausible and reasonable contraints. Players can suspend their disbelief without suspending their intelligence.

*"HârnWorld* was specifically created for roleplaying. It is not a fictional novel adapted to a game. While it is true that magic-strong, dragon-bashing, treasure-rich playgrounds can keep players amused for a time, only a world that is fundamentally rational can give the feeling you are involved in an epic. Those who have limited their roleplaying activity to random forays into disjointed chaos have missed at least half the fun of this wonderful hobby.

"The most detailed fantasy world ever created awaits you. It allows you to plan your own campaigns, quests, and adventures within a complex and realistic environment, confident that *HârnWorld* will unfold as a world should. *HârnWorld* is an epic product, with all the fantasy you crave, but all the realism you need."

***N. Robin Crossby***
Vancouver, Canada

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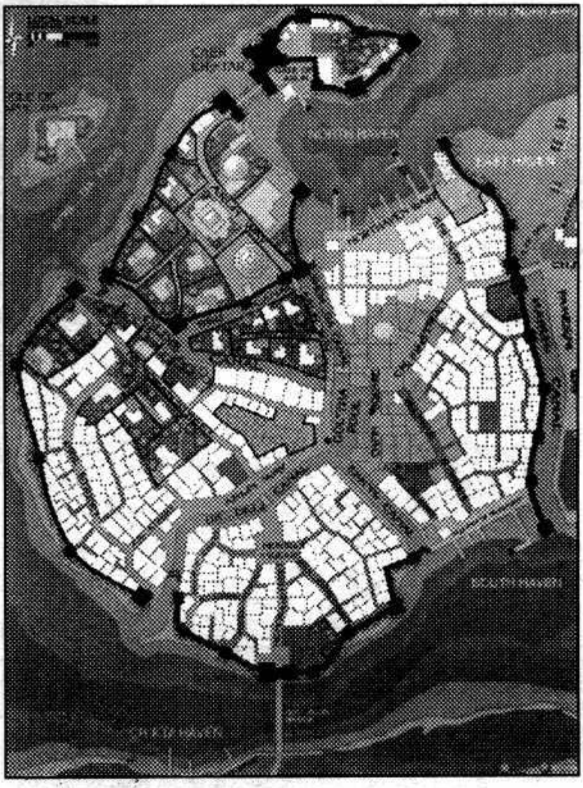
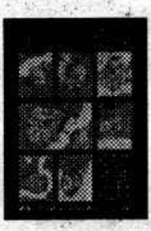
# Cities...



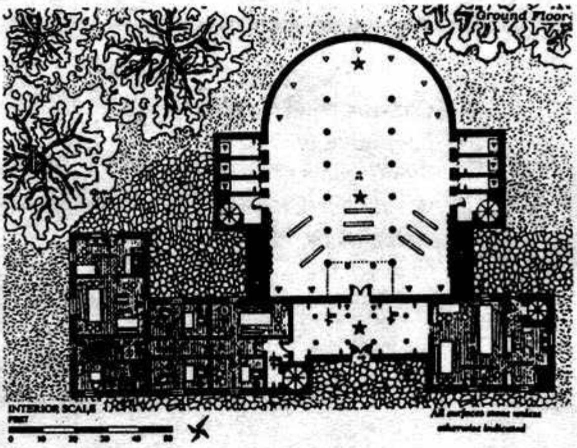
There are eight walled cities on Hârn; one dwarven and seven human. Populations range from 4,000 to 12,000. These cities may seem small, but the second largest city in medieval England, *Lincoln,* had a population of 6,000 in the year 1190.

Shown is a reduced map of *Golotha,* population 6,200. It is the largest city of the Kingdom of Rethem, an infamous city of polluted canals and dark secrets.



**Cities of Hârn**

- Seven human cities[1], each with full color maps.
- GM Maps, locating and describing all important buildings such as fortifications, temples, shops, inns, etc.
- Background notes on the economy, history, and politics of each city.



Temple of Larani, city of Thay.

---

[1] The dwarven city of *Azadmere* is mapped and described in a separate module (#5004).

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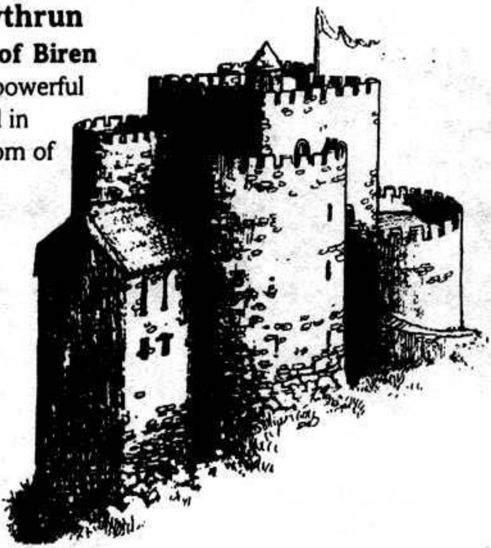
# Castles...

## Caer Gythrun

**The Earl of Biren**

Seat of a powerful feudal lord in the Kingdom of Melderyn.



Hârn is a land of castles and keeps: more than 150 major fortifications are scattered throughout the island. Most of these strongholds are held by feudal nobles and religious fighting-orders. Castle plans and maps exist in many *HârnWorld* modules.

CASTLES OF HÂRN

### Castles of Hârn

A module devoted to eight Hârnic castles. Each stronghold has a full color map, keyed gazateer, and GM notes on legends and lore.

There are also interior plans for each castle, structurally sound and exquisitely detailed, with reference notes room by room, floor by floor. All heights, furnishings, doors, locks and floor surfaces are noted. Our standard scale for plans is 1mm = 1 foot.

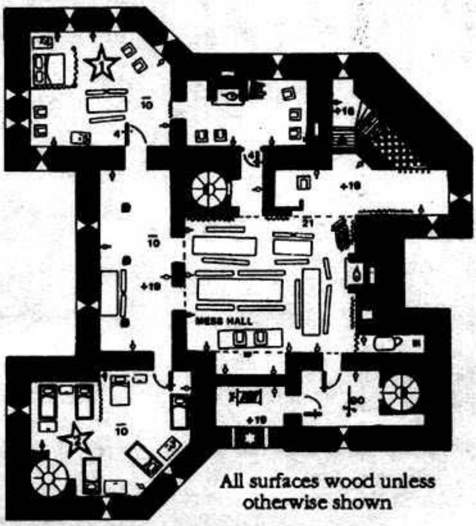
Castles of Orbaal

### Castles of Orbaal

Four additional castles in the *Kingdom of Orbaal,* where rebellious Jarin are ruled by viking clans from *Ivinia.*

*Additional castle modules for the kingdoms of Rethem, Kanday, Kaldor, and Melderyn are planned.*

***Second Floor***



All surfaces wood unless otherwise shown

## Quimen Keep

***Order of the Crimson Dancer***

Stronghold of a female fighting-order in the *Kingdom of Orbaal.* It is never wise to annoy these fanatical women.

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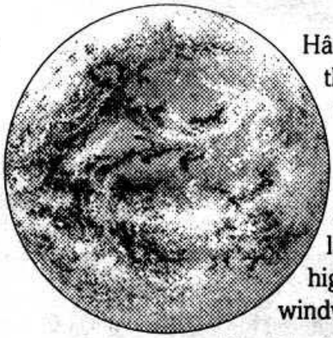
# HârnWorld...



Hârn is a rugged, forested island located fifty miles off the northwest coast of the continent of *Lythia*. A vast ocean lies beyond and the seas around Hârn are notoriously stormy.

Hârn's climate is maritime-temperate. The cool, moist weather promotes extensive decidious woodland, with evergreen forests and alpine tundras at higher elevations. Moorlands are found along some windward coasts.

The island is regarded with distain by most Lythians. Tales of wild men and fearsome beasts, and rough seas, serve to discourage all but the most adventurous travellers from visiting Hârn.

***HârnWorld*** contains color maps and an overview of the planet (Kethira) and continent (Lythia). Included are maps on languages, trade routes, ocean currents, prevailing winds, tectonics, and even star charts.

Included is a large and beautiful map of the Hârnic Isles, with details on cultures, economics, history, politics, and religions. Birth and weather generation tables are also provided.

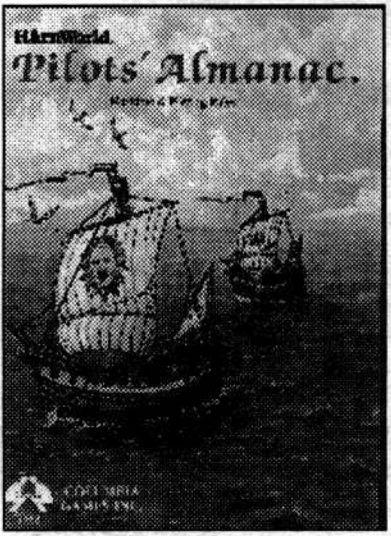
**·Compatable with *any* rule system**
**·Superb maps & intelligent text**
**·Unmatched detail & consistency**

# Run away to sea with the Pilots' Almanac.

Rules and environment for piloting and navigation, shipbuilding, crewing, and maritime trade, plus a port almanac with details on shipwrights, taxes, fees, tides, and more.

Build your own ship, crew and provision her, then set a course for high-seas adventure. Riches and fame can be yours if you return with exotic goods and treasure.

**With your profits** you can buy more ships, employ more crew, and set sail again. But **the risks are high.** Are you being tracked by pirates? Are your provisions sufficient for a long sea voyage? Is your crew well paid and loyal? Storms, reefs, and perhaps mutiny could be just over the horizon.



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# Cultures...

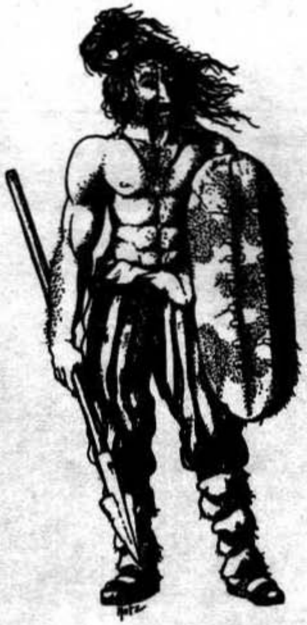
The cultural model for Hârn is 12th Century, Norman England, but many elements of the earlier Anglo-Saxon and later Plantagenet periods are included. This model is blended with traditional and unique fantasy elements to create an ideal world for roleplaying.

Nine feudal states exist. Among them is *Kaldor*, an eastern kindom with a long tradition of chivalry, but now ripe with intrigue as powerful lords maneuver for an expected succession crisis. Another eastern kingdom is *Melderyn*, known by some folk as "The Wizard's Isle", where powerful and secret arcane societies co-exist with a benign crown. Back-stabbers may feel more at home in *Rethem*, a western realm with a short and violent history, but a long tradition of political assassination.

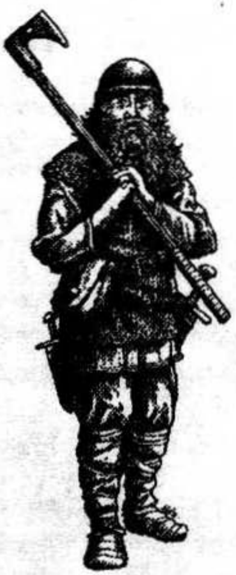
There are two demi-human realms: the elven kingdom of *Evael* deep within the Shava Forest; and the dwarven city and kingdom of *Azadmere*, high in the Sorkin Mountains. These two races once ruled all of Hârn, but are now in decline.

Despite these pockets of civilization, most of Hârn is a wild and barbaric place. Scattered throughout the island are sixteen barbarian nations, mostly warlike tribesmen of *Jarin* ancestry, who were the first human settlers to Hârn.

The extensive, mountainous regions are home to mysterious sites, including *Kiraz*, the lost city of the Khuzdul, *Anisha*, a magnificent ruin of the Earthmasters, and *Gedan*, the "Lodge of a Thousand Souls." Many fell creatures roam the wilderness, notably a nasty and brutish species of orc called *Gargun* who have a distressing fondness for human flesh.



**Ymodi Tribesman**



**Khuzan Warrior**

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# HârnMaster...

HÂRNMASTER
Core Rules

### HârnMaster Core

A brilliant role-playing system with detailed character generation, sophisticated skill rules, and realistic combat. The rules are presented in a modular format, with dozens of optional rules that allow you to customize your *own* level of detail. All pages are printed on durable *cardstock*, with extensive use of color, and sold in 3-ring binder so you can expand and organize the rules as you wish.

- **Character Generation:** with over thirty attributes, characters have personal histories such as bithplace and family, and distinct personalities. Most attributes are 3d6 based.
- **Skills:** no character classes or other arbitrary limits on character talents. Players may learn any (reasonable) combination of skills, and follow unusual occupations, such as herald, mercantyler, pilot, or weaponcrafter.
- **Combat:** a system that encourages players to survive on their wits, as well as their swords. Detailed weapons, armour, and graphic injuries such as bruises, fractures, and crushes rather than abstract hit points. Includes an advanced healing system covering bloodloss, shock, and infection. The second edition is fast-play.

HÂRNMASTER
MAGIC

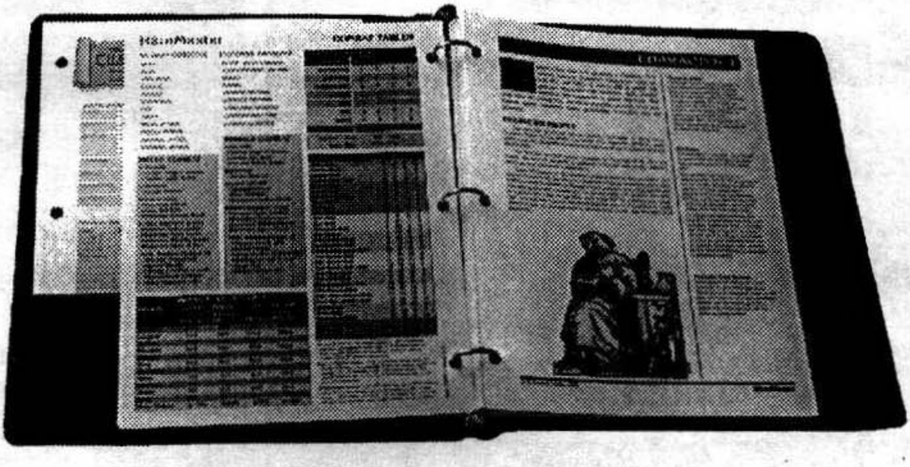
### HârnMaster Magic

An expansion for *HârnMaster,* describing the six arcane societies, the mysteries of magic, and a broad selection of spells.

HÂRNMASTER
BESTIARY

### HârnMaster Bestiary

An expansion for *HârnMaster,* describing all of the unique beasts of Hârn, and other creatures.



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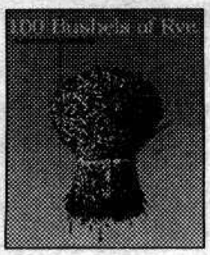
# Adventures...

Our emphasis has always been to provide a rational and detailed world that allows GMs to create their own campaigns and adventures. Most Hârnic modules contain wilderness sites, often mysterious ruins of the enigmatic *Earthmasters,* and all settlements, especially cities, are excellent locales for adventure. But we have published a few adventures, several noted below. All contain reusable environment. None stifle your creativity with rigid plot structure.

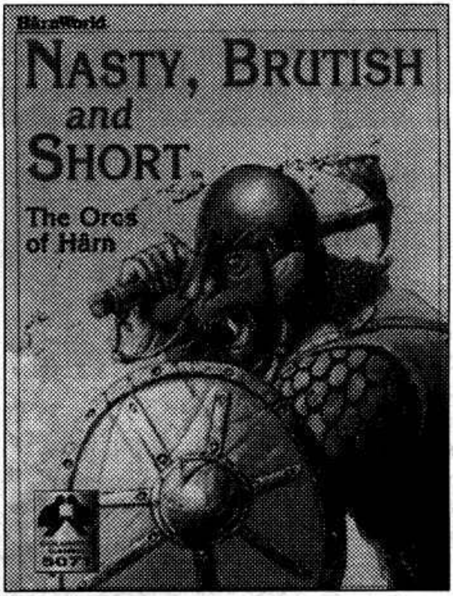
ARAKA-KALAI
COLUMBIA GAMES INC.

**Araka-Kalai**
A remote site on the NW shore of Lake Benath. The home of Ilvir, father of the *Ivashu.* Includes seven scenarios.

**Lost City of Kiraz**
An underground dwarven city, abandoned six centuries ago after the *Carnage of Kiraz,* and sealed with wards of great enchantment.



**100 Bushels of Rye**
An adventure set in Kaldor. The Sheriff of Olokand is anxious to discover the cause of several brutal murders at Loban manor.



**Nasty, Brutish, & Short**
The Orcs of Hârn, their culture, and violent habits. The module includes color maps and details on four Gargun colonies, with six related adventures.

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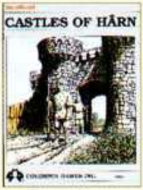
# Castles of Hârn

## Caer Gythrun

**The Earl of Biren**

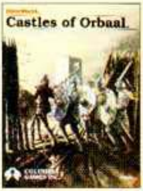
Seat of a powerful feudal lord in the Kingdom of Melderyn.

Hârn is a land of castles and keeps: more than 150 major fortifications are scattered throughout the island. Most of these strongholds are held by feudal nobles and religious fighting-orders. Castle plans and maps exist in many *HârnWorld* modules.



### Castles of Hârn

A module devoted to eight Hârnic castles. Each stronghold has a full color map, keyed gazetteer, and GM notes on legends and lore. Interior plans for each castle, structurally sound and exquisitely detailed, with reference notes room by room, floor by floor, show heights, furnishings, doors, locks and floor surfaces.



### Castles of Orbaal

Four additional castles in the *Kingdom of Orbaal* with color maps and detailed interior plans. Also includes a large, color kingdom map.

***Second Floor*** Reduced Size

MESS HALL
All surfaces wood unless otherwise shown

## Quimen Keep

***Order of the Crimson Dancer***

Stronghold of a female fighting-order in the *Kingdom of Orbaal*. It is never wise to annoy these fanatical women.

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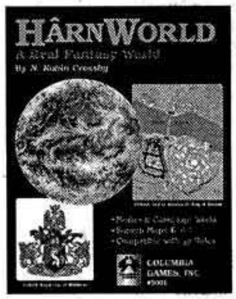
# The Epic HârnWorld



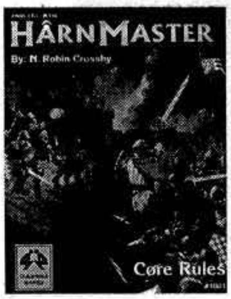
## HârnWorld

Hârn is a rugged, forested island located fifty miles off the northwest coast of the continent of *Lythia*. A vast ocean lies beyond and the seas around Hârn are notoriously stormy.

Hârn's climate is maritime-temperate. Cool, moist weather promotes extensive decidious woodland, with evergreen forests and alpine tundras at higher elevations. Moors are found along some windward coasts.

The island is regarded with distain by most Lythians. Tales of wild men and fearsome beasts, and rough seas, serve to discourage all but the most adventurous travellers from visiting.

***HârnWorld*** contains a large and beautiful regional map of the Hârnic Isles, plus an overview of the planet (Kethira), the continent (Lythia), and the island of Hârn. Included are maps on languages, trade routes, ocean currents, prevailing winds, tectonics, and even star charts. Cultures, economics, history, politics, and religions are detailed. Birth and weather generation tables are also provided.



## HârnMaster

A role-playing system with detailed character generation, sophisticated skill rules, and realistic combat. The rules are in a modular format, with dozens of options to customize your *own* level of detail. All pages are printed on durable *cardstock*, with extensive use of color, and punched for a 3-ring binder to organize as *YOU* wish.

- **Character Generation:** characters have personal histories such as bithplace and family, and distinct personalities. Most attributes are 3d6 based and therefore easily converted to most other systems.
- **Skills:** no character classes or other arbitrary limits on character talents. Players may learn any (reasonable) combination of skills, and follow unusual occupations, such as herald, mercantyler, pilot, or weaponcrafter.
- **Combat:** a system that encourages players to survive on their wits, as well as their swords. Detailed weapons and armour allow graphic injuries such as bruises, fractures, and crushes rather than abstract hit points. Includes an advanced healing system covering bloodloss, shock, and infection. Lots of fun, but make no mistake – getting whacked by a battleaxe always hurts (a lot) in this game system.

HârnWorld is supported by an extensive series of kingdoms, cities, castles, keeps, manors, abbeys, and more. Each publication includes beautiful color maps of a local area, detailed interior plans, and consistent text. Unmatched maps and great *roleplaying* are our hallmarks. Nothing else published is better...

**Quimen Keep**
***Order of the Crimson Dancer***
Stronghold of a female fighting-order.

***Second Floor***

MESS HALL
All surfaces wood unless otherwise shown

HÂRNMASTER MAGIC
Shek-Pvar

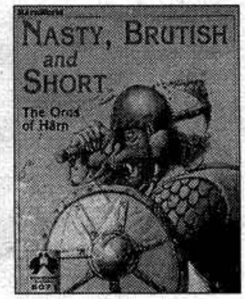
### HârnMaster Magic

Details on six arcane secret societies, the mysteries of magic, and a broad selection of spells.

HÂRNMASTER RELIGION
Libram of the Pantheon

### HârnMaster Religion

The *Libram of the Pantheon* provides details on the ten major gods, and their churches, docrines, and followers.



### Nasty, Brutish, & Short

Hârnic orcs, their culture, and violent habits. The module includes color maps and details on four colonies, and has six related adventures.

**•Compatible with any rule system**
**•Superb maps & intelligent text**
**•Unmatched detail & consistency**

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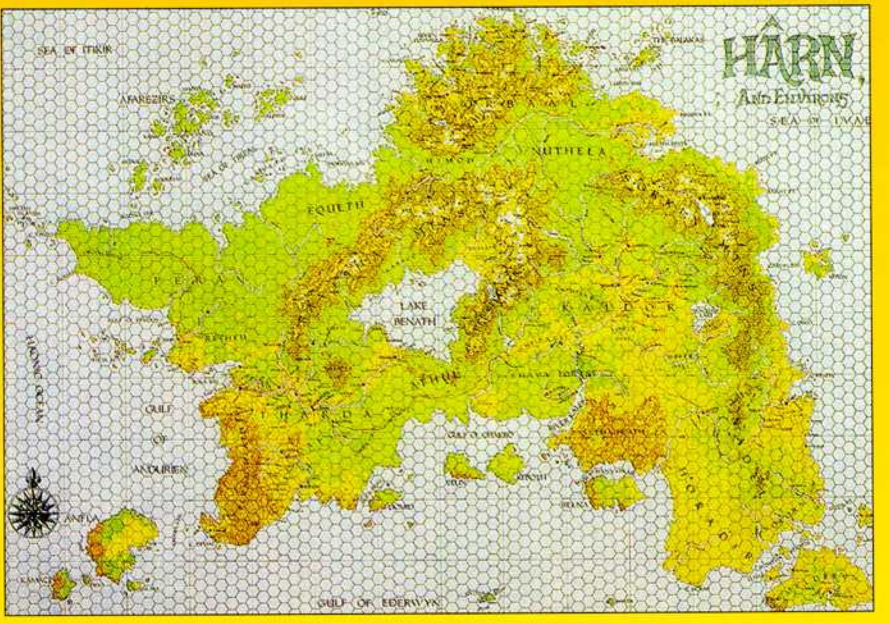
# HârnWorld™

## A Real Fantasy World



*HârnWorld* is a realistic medieval environment for fantasy gaming. Using any rule system, you can now create and plan your own quests and adventures within a complex and detailed fantasy background.

*HârnWorld* is supported by an outstanding series of expansion modules. Quality, detail, and consistency are evident on every page.

Welcome to Hârn...where the fantasy is real!

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## HârnWorld Includes:

### Hârn

A rugged, forested, hazy island off the northwest coast of Lythia. Tales of wild men, dwarves, elves, and fearsome beasts have been carried to the continent and these discourage all but the most adventurous of travellers. Included is a beautiful full-color map of the island, an overview, and a detailed index of the cultures, economics, geography, history, politics, and religions of Hârn.

### Lythia

Lythia is Kethira's largest continent, an immense land of diverse cultures and peoples. Included is a full color map of the continent showing the major rivers, mountain ranges, regions, kingdoms, cities, and trade routes, etc. Also included is an annotated index describing all of the above, supported by several political, economic, and language maps.

### Kethira

The name for Hârn's water planet which has three continents and two large polar ice caps. A full color map of the planet, plus maps of ocean currents, prevailing winds, and tectonic plates are included.

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